



# “Evergreen” 1025-178 Original Board



Date 11/25/13

- ☒ Board Team Final 11/25/13
- ☐ Network Approval Board
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by  
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Storyboard by  
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& Steve Wolfhard

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

Production :

EPISODE #

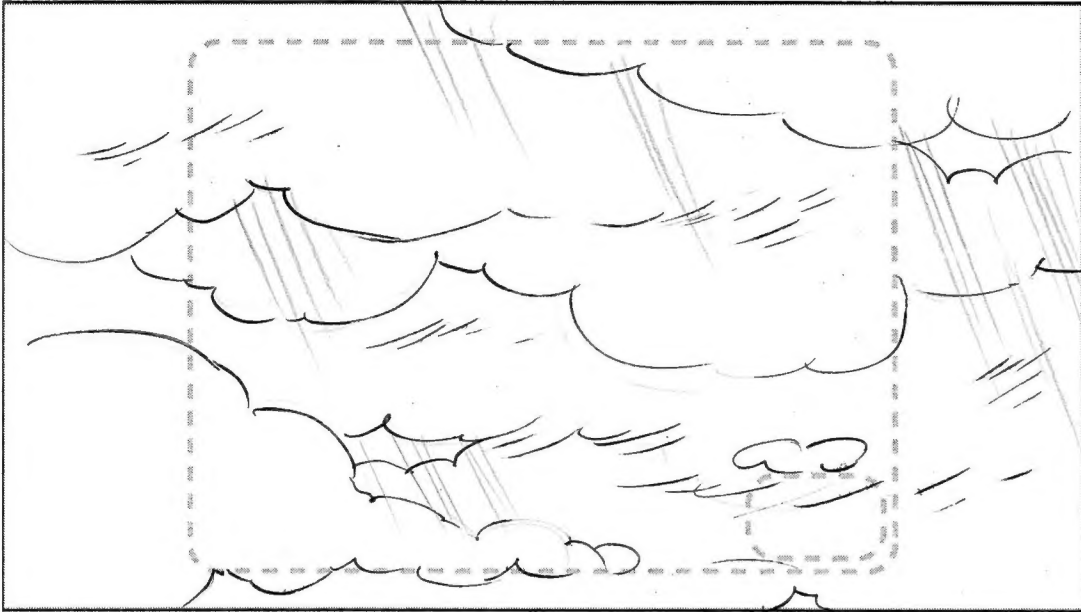
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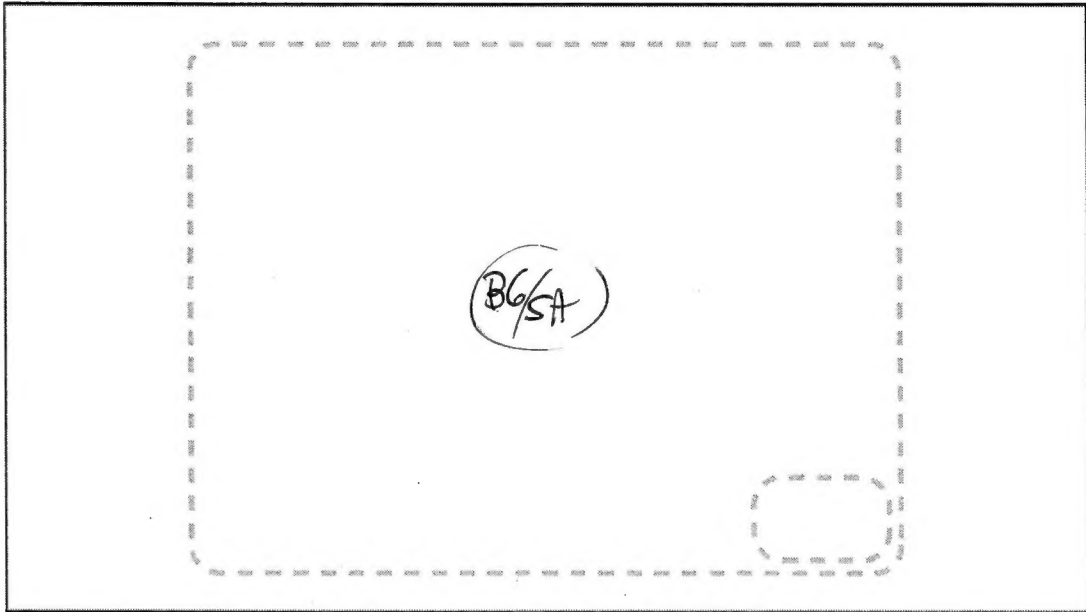
# ADVENTURE TIME



Sc. 1 Pnl. A Bg. day night



Sc. 1 Pnl. B Bg. day night



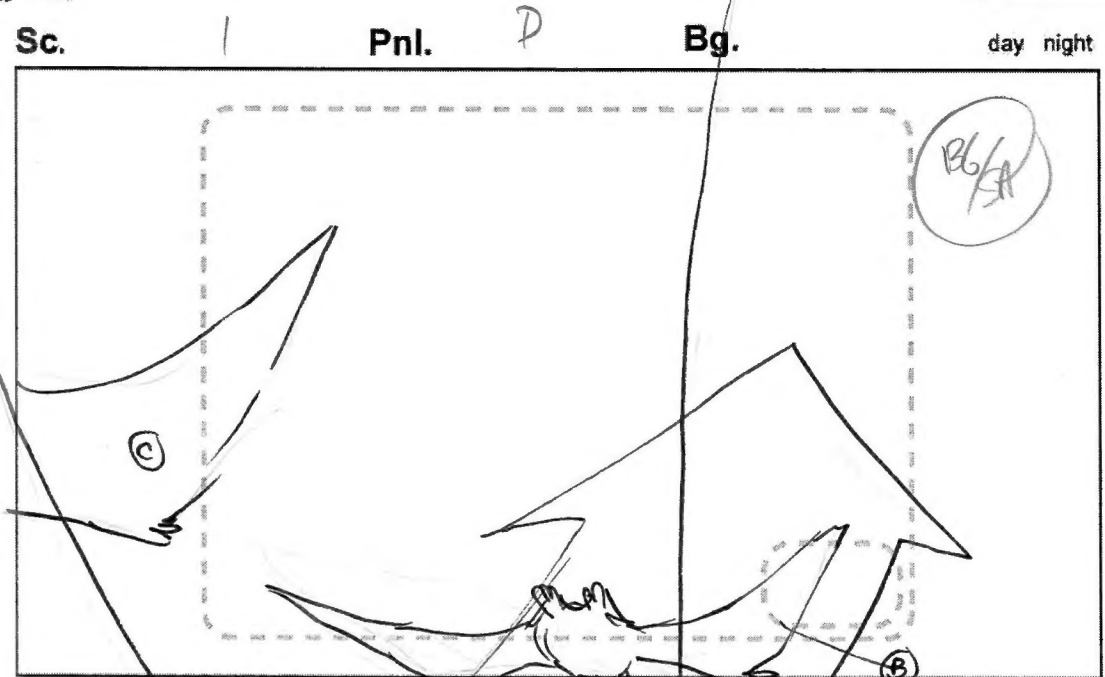
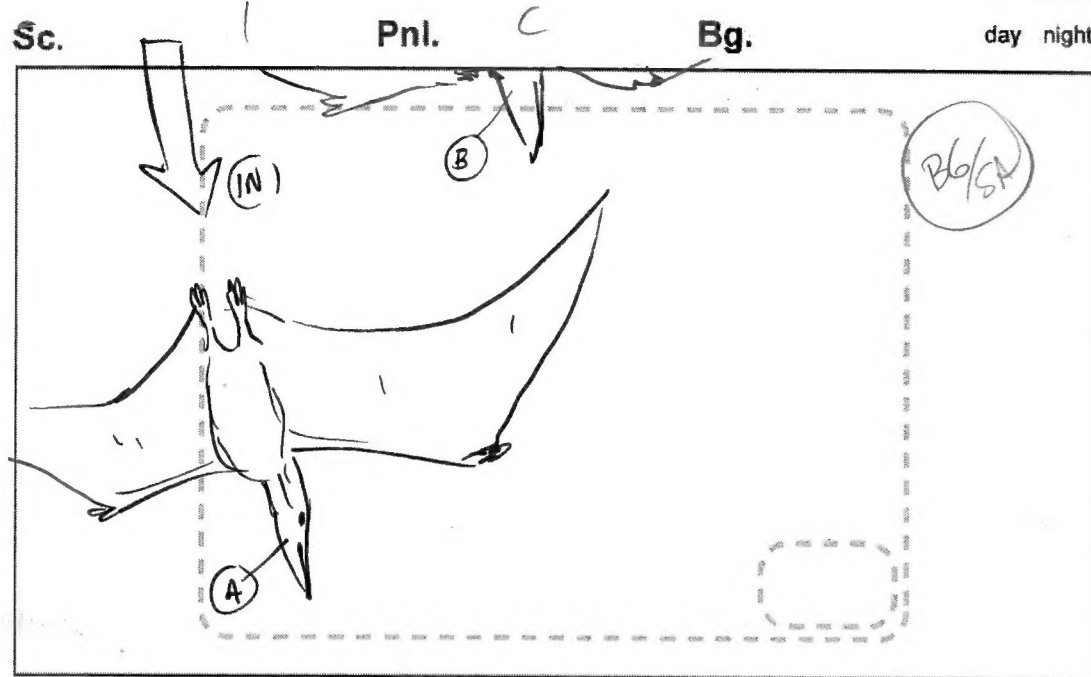
Dialog:	PTERANADONS (OS) * screeching *
Action:	
Timing:	

EPISODE # 1025-178  
Production :

# ADVENTURE TIME



Page 2



Dialog:

PTERANODONS: \*screeching cont.\*

Action:

pteranodons swoop in from off screen

Timing:

EPISODE #

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Production :



# ADVENTURE TIME



Sc. 1 Pnl. E Bg. day night

level out

Sc. Pnl. Bg. day night

Dialog:
Action: <u>ptarmadons level off and fly into the distance.</u>
Timing:

EPISODE # 1025-178

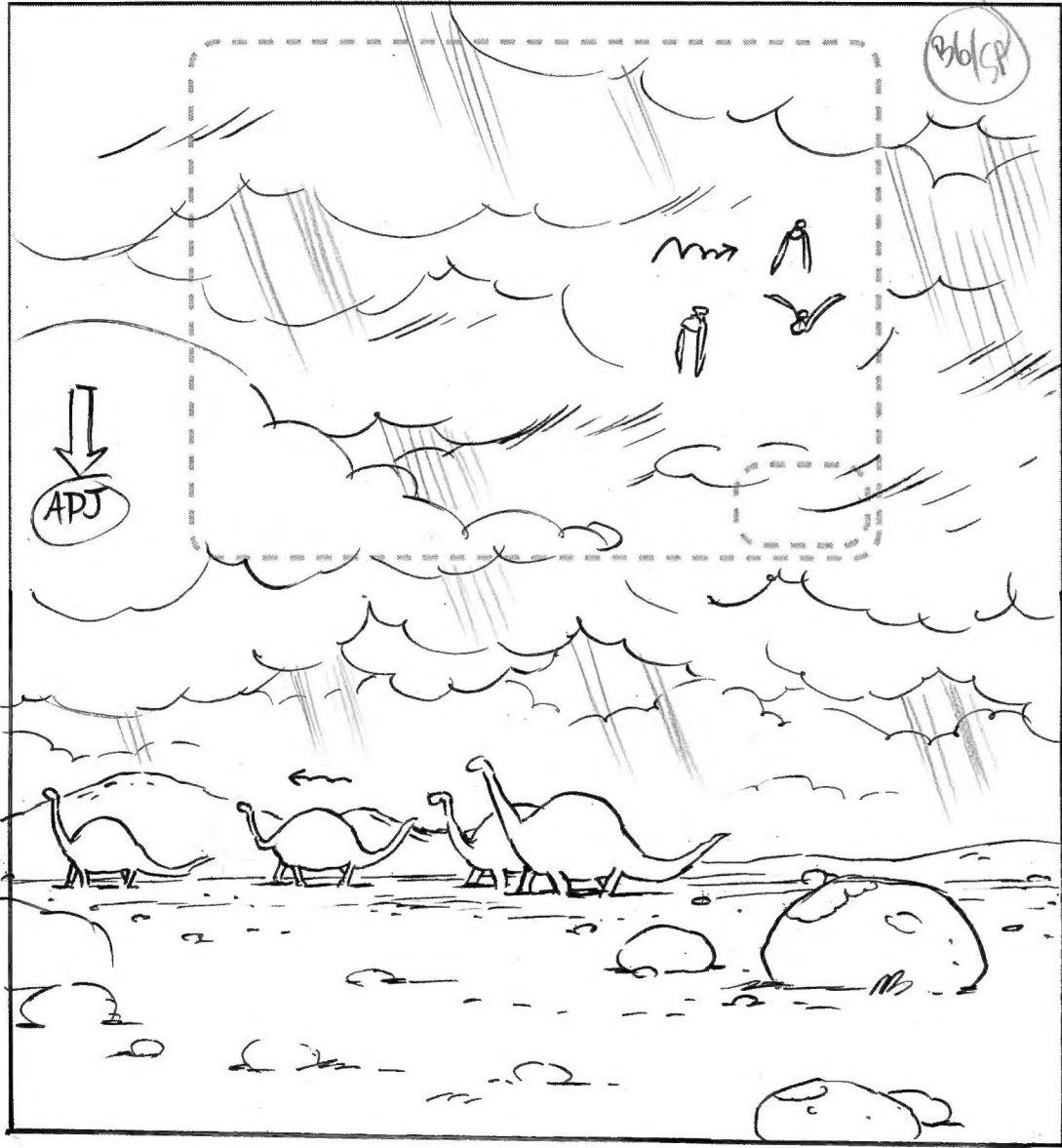
Production :

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# ADVENTURE TIME



Sc. | Pnl. F Bg. day night



Dialog:	GUNTER (OS) * laughing * STOP DEMON!
Action:	Brontosaurus walk across tundra.
Timing:	

Production :

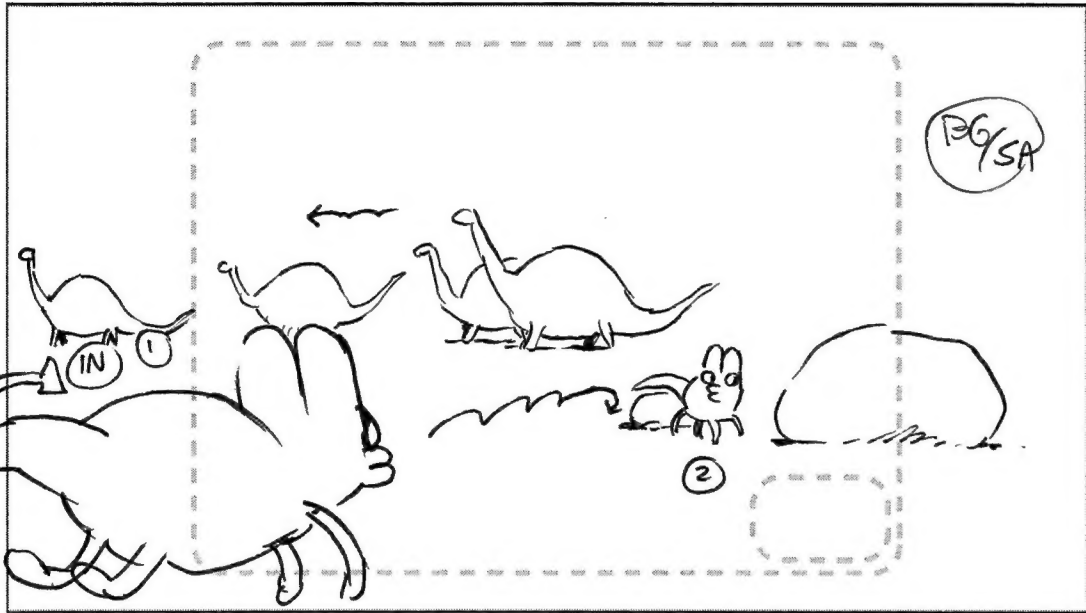
EPISODE #

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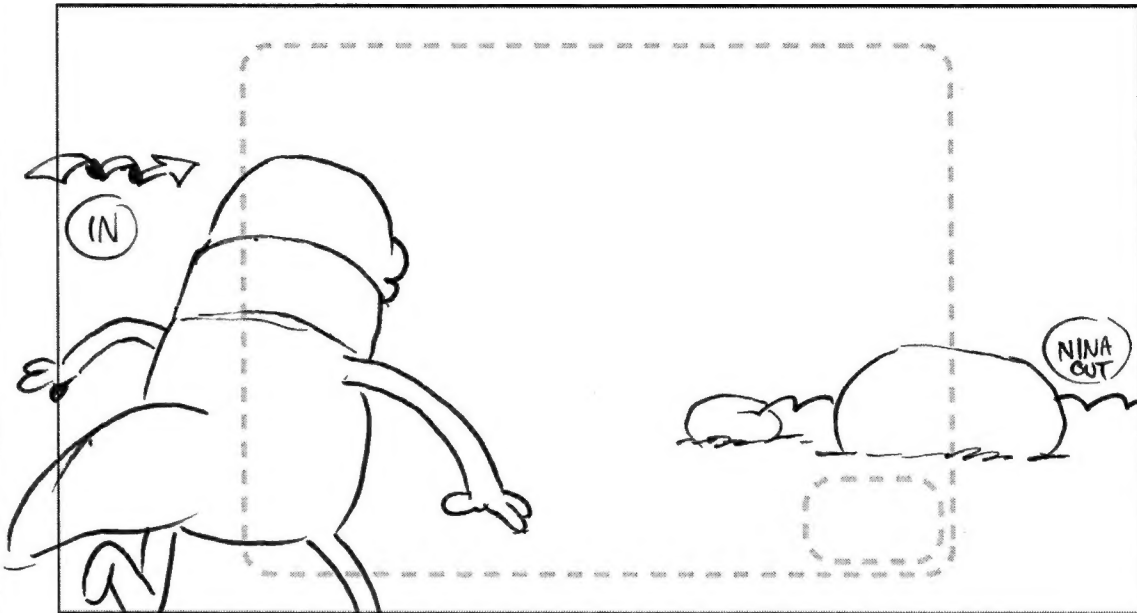
ADVENTURE TIME



Sc. 1 Pnl. G Bg. day night



Sc. 1 Pnl. H Bg. day night



Dialog:

(G:) Get back here I say!

Action: Nina runs on screen, then pauses to look back at her pursuer.

Gunter chases Nina off screen

Timing:



NINA RUNNING

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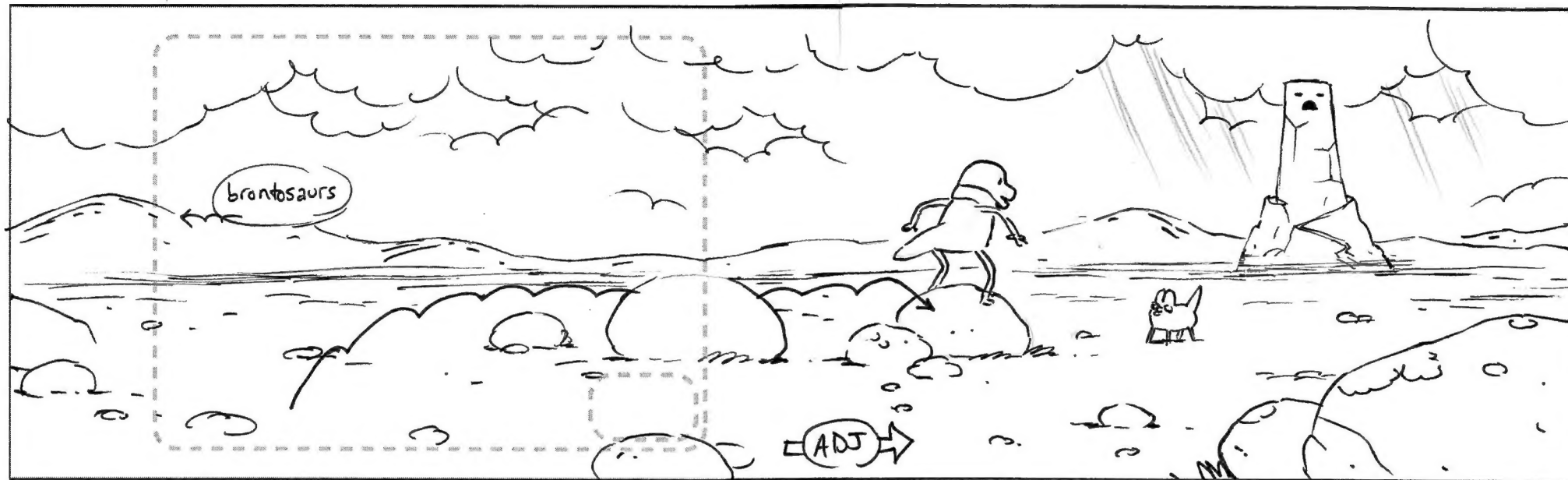
Production :

# ADVENTURE TIME



Page 6

Sc. 1 Pnl. I Bg. day night



Dialog:

- (A) (GUNTHER:) Haha! Nowhere to run!
- (B) (NINA :) mrow.

Action:

Gunther hops on a rock

Timing:

Production :

EPISODE #

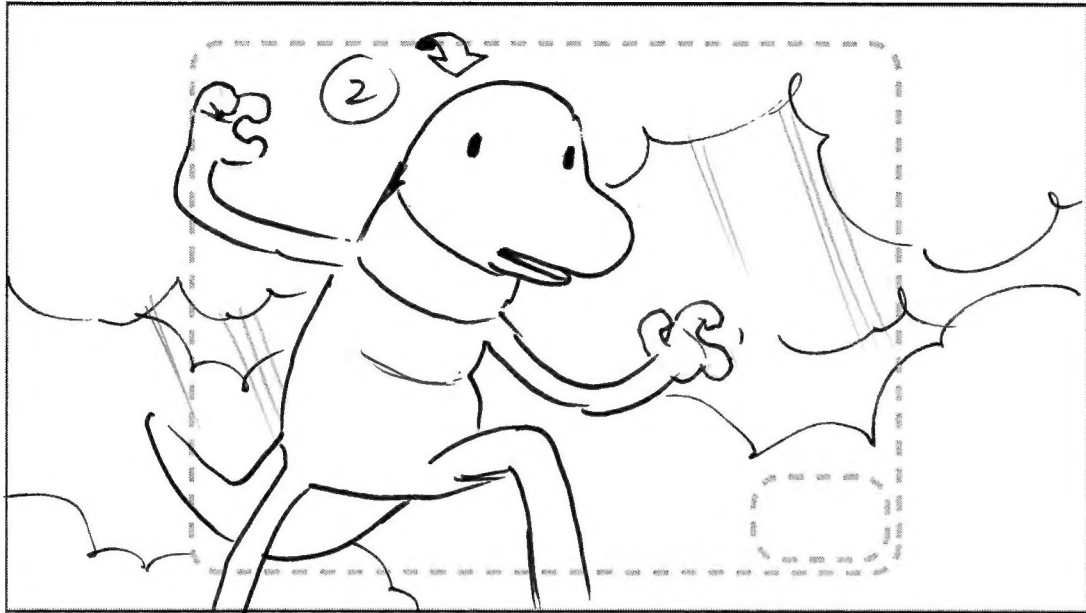
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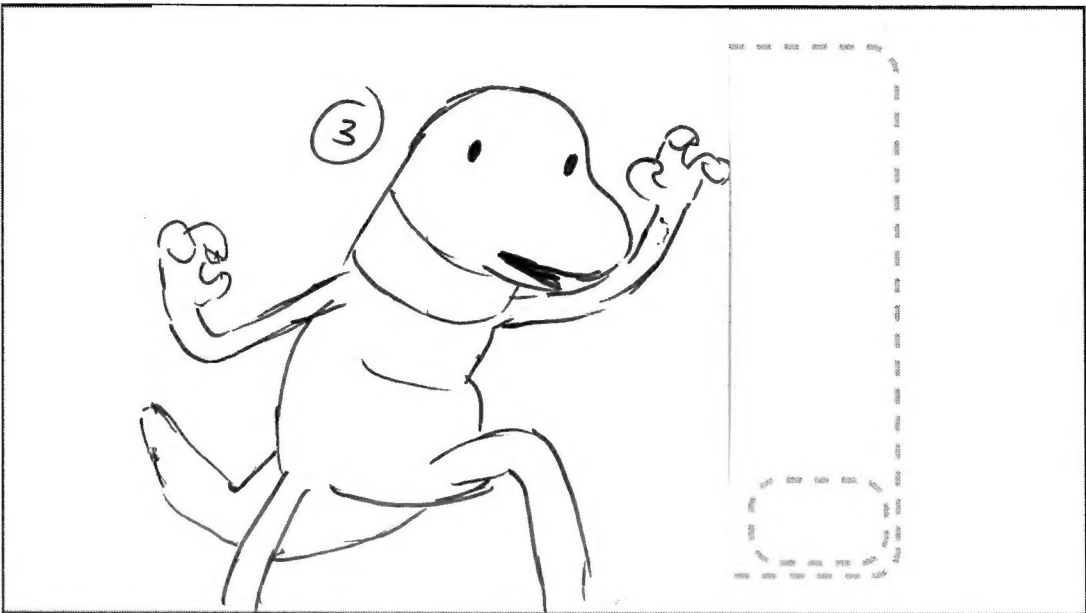
# ADVENTURE TIME




Sc. 2 Pnl. A Bg. day night



Sc. 2 Pnl. B Bg. day night



Dialog:	<p>GUNTHER: ② I, the great and powerful ③ URGENCE EVERGREEN,</p>
Action:	<p>- Gunther makes menacing gestures</p>
Timing:	



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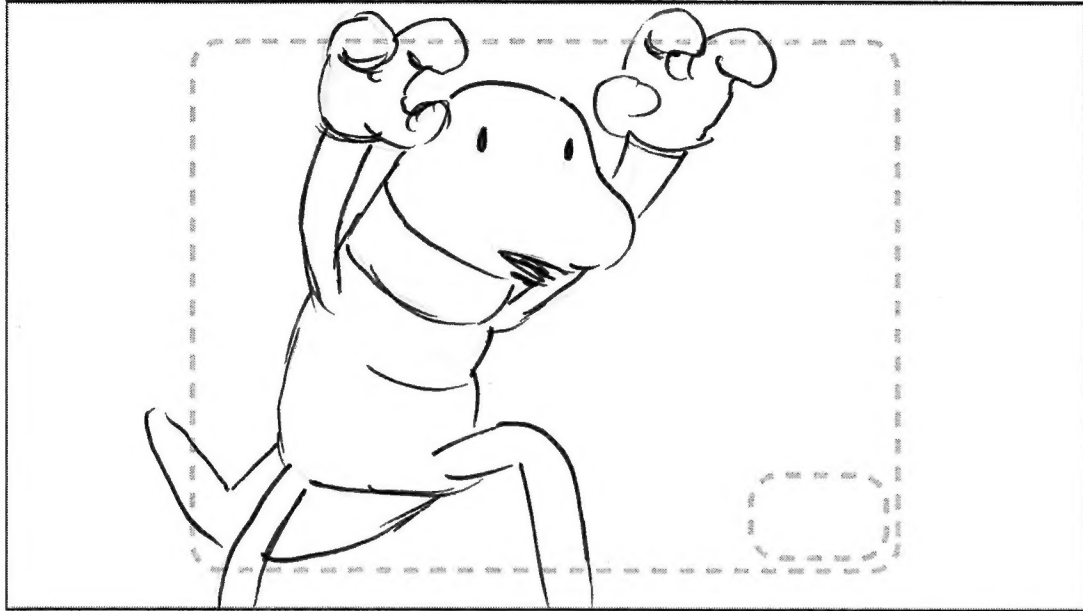
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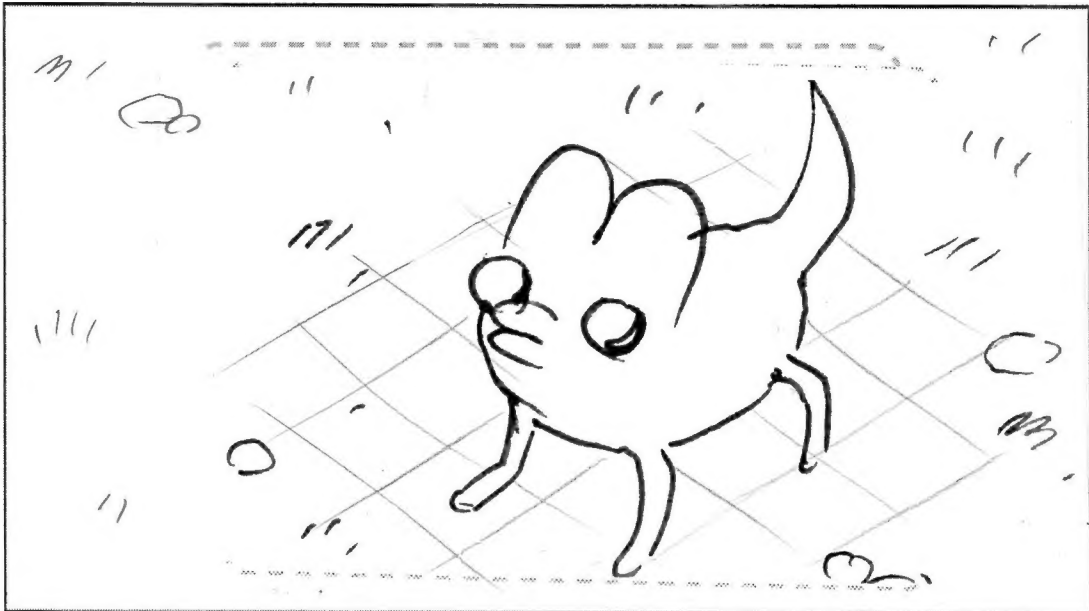
# ADVENTURE TIME



Sc. 2 Pnl. C Bg. day night



Sc. 3 Pnl. A Bg. day night



Dialog:	(G) → command you to FREEZE into a million pieces, →	(OS) → and leave young Gunther alone!
Action:		
Timing:		

EPISODE #

Production :

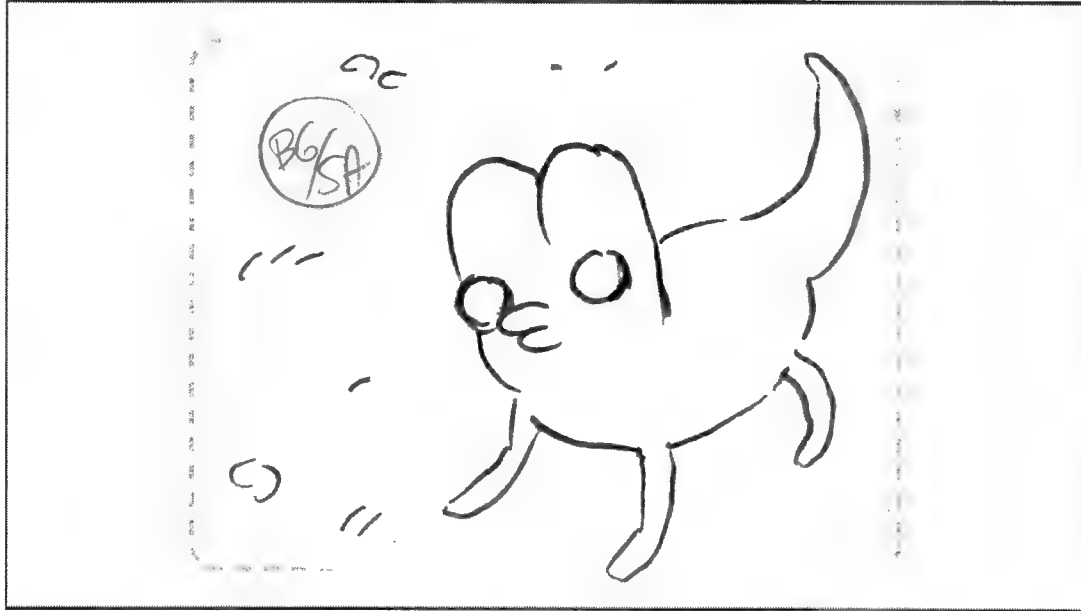
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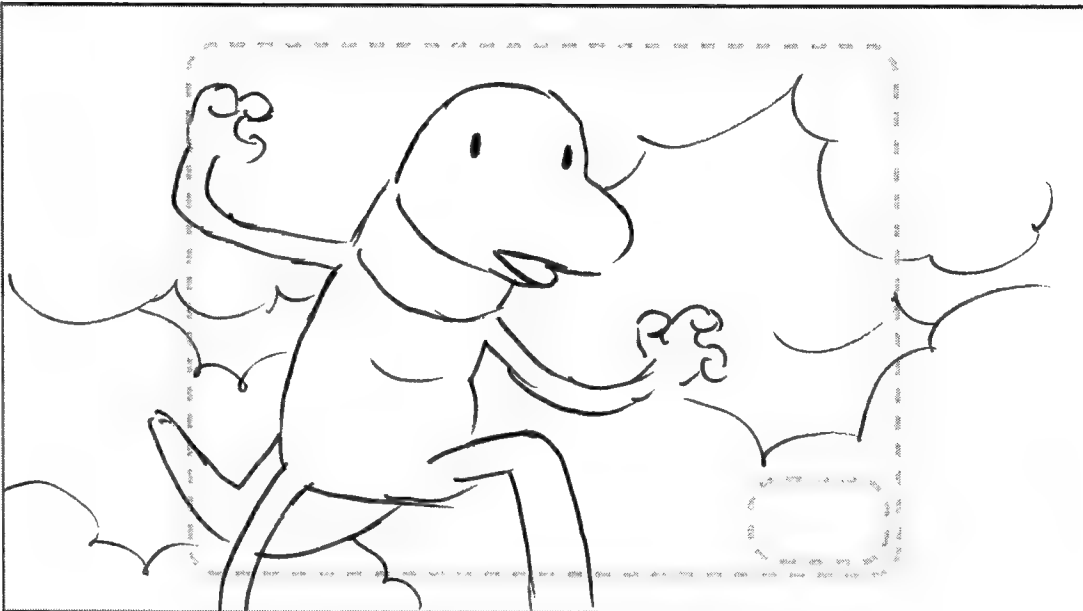
ADVENTURE TIME



Sc. 3 Pnl. B Bg. day night



Sc. 4 Pnl. A Bg. day night



Dialog:	(G:) Foolish demon, you leave me <u>NO</u> choice!
Action:	
Timing:	

Production :

EPISODE #

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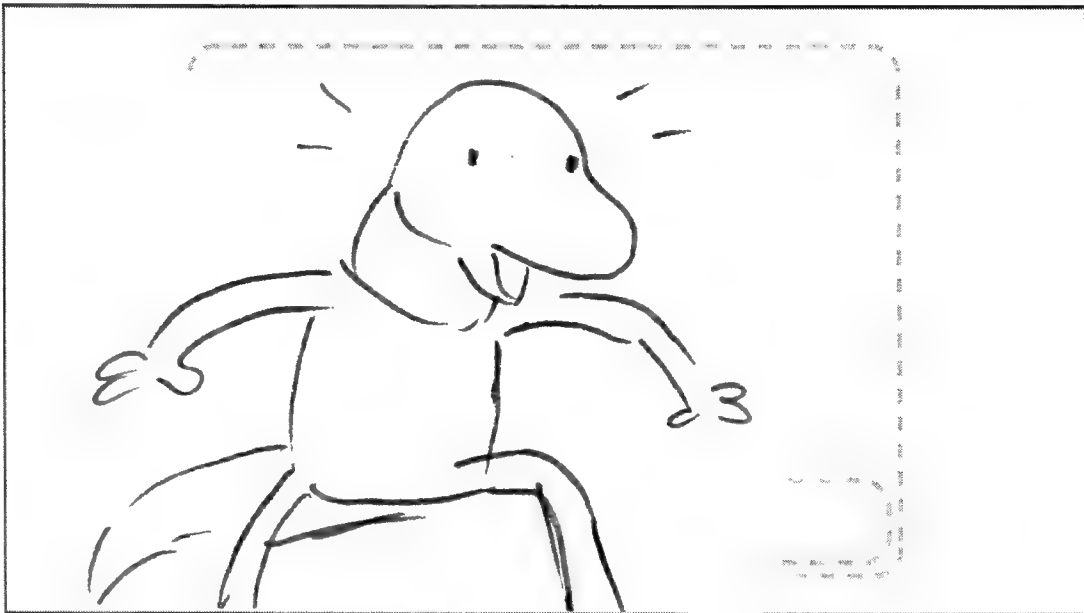
ADVENTURE TIME



Sc. 4 Pnl. B Bg. day night



Sc. 4 Pnl. C Bg. day night



Dialog: (G:) ZAP ZAP ZAP ZAP ZAP!		(G:) WHAT!	
Action: (A) (B) (A) (B) (A)		Gunther pretends to shoot magic bolts from his finger tips	- Gunther is surprised that Ning isn't frozen.
Timing:			

EPISODE #

Production :

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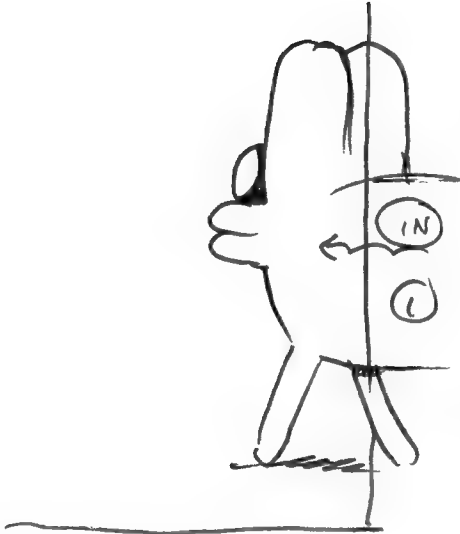
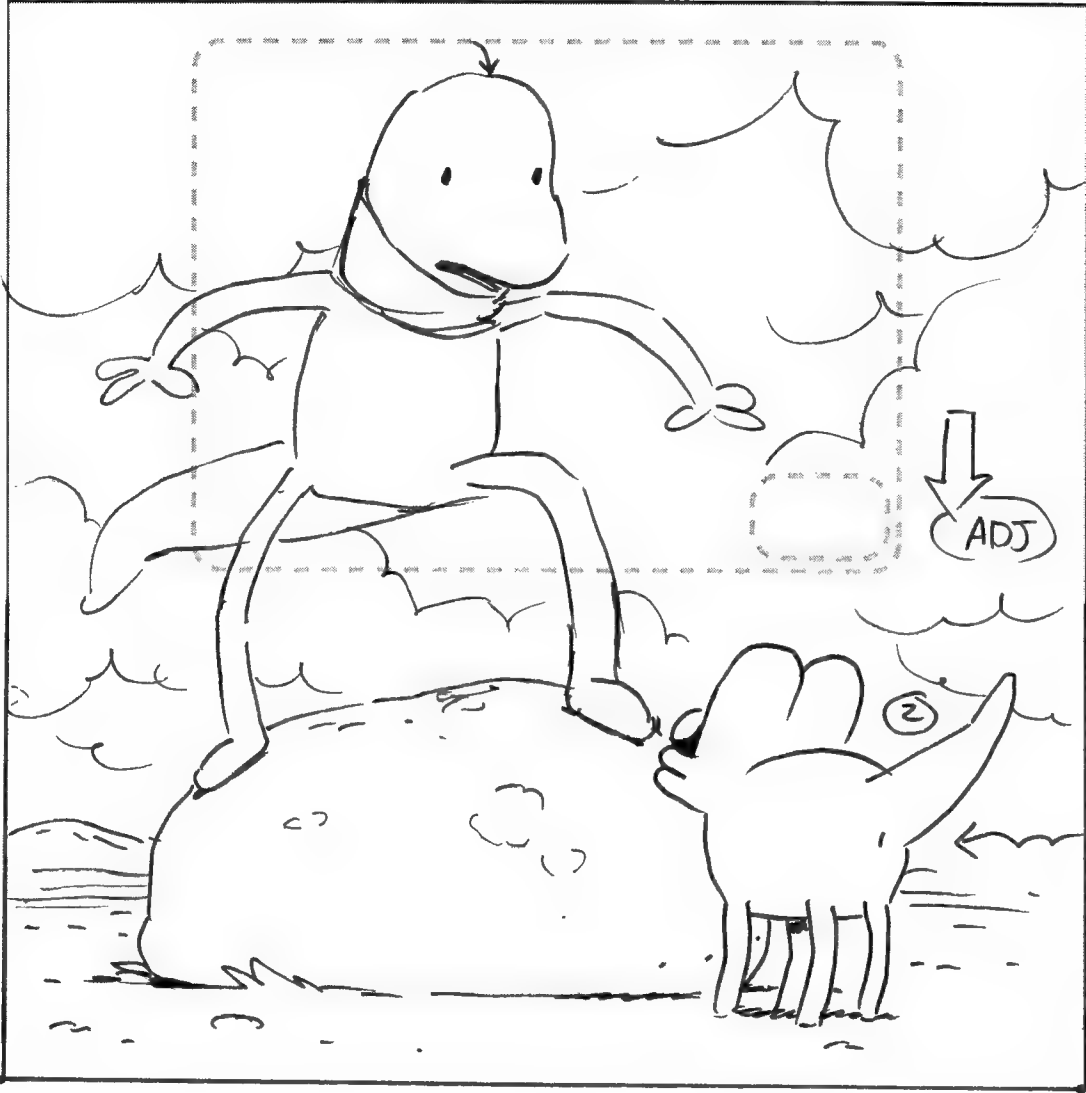


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ADVENTURE TIME



Sc. 4 Pnl. D Bg. day night



Dialog:	ⓐ: No Nina! You're supposed to be frozen!
Action:	Nina walks up to Gunther.
Timing:	

Production :

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Sc. 4 Pnl. E Bg. day night

A hand (A) is shown holding a rock. A small circle with 'A' is next to the hand. A small circle with 'Bq/SA' is in the top right corner. A small '+' sign is at the bottom right of the hand.

Sc. 5 Pnl. A Bg. day night

A close-up of a character's face (A) looking down. A small circle with 'A' is next to the face. A small '+' sign is at the bottom right of the face.

Dialog: (G) No!

(NINA) \* purring \*

Action: A B A B  
Nina rubs her head on the rock.

Timing:

(G) Nina!

A hand (B) is shown holding a rock. A small circle with 'B' is next to the hand. A small '+' sign is at the bottom right of the hand.

EPISODE #

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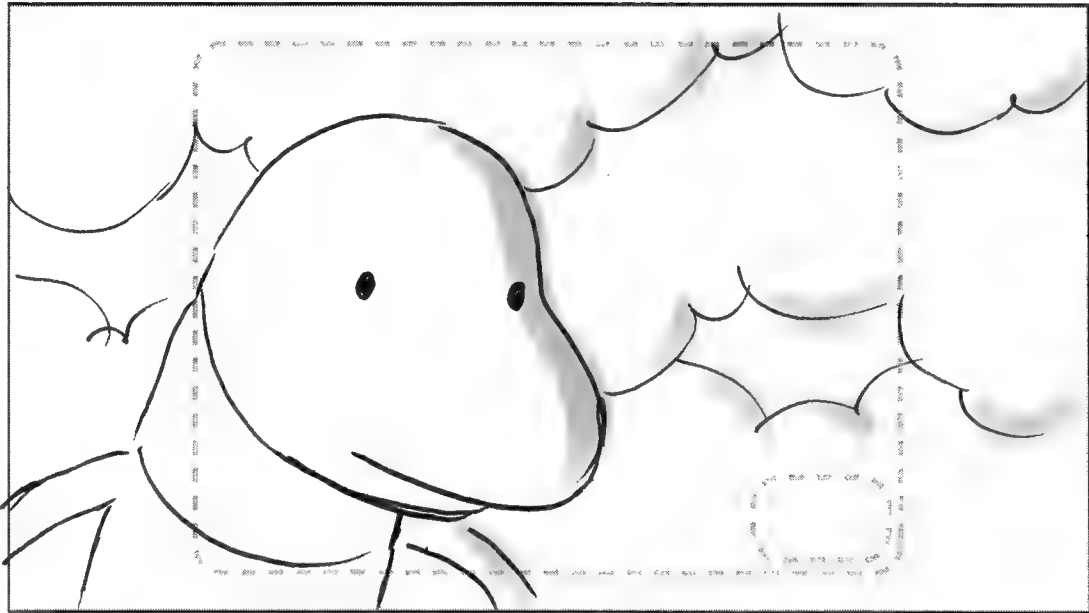
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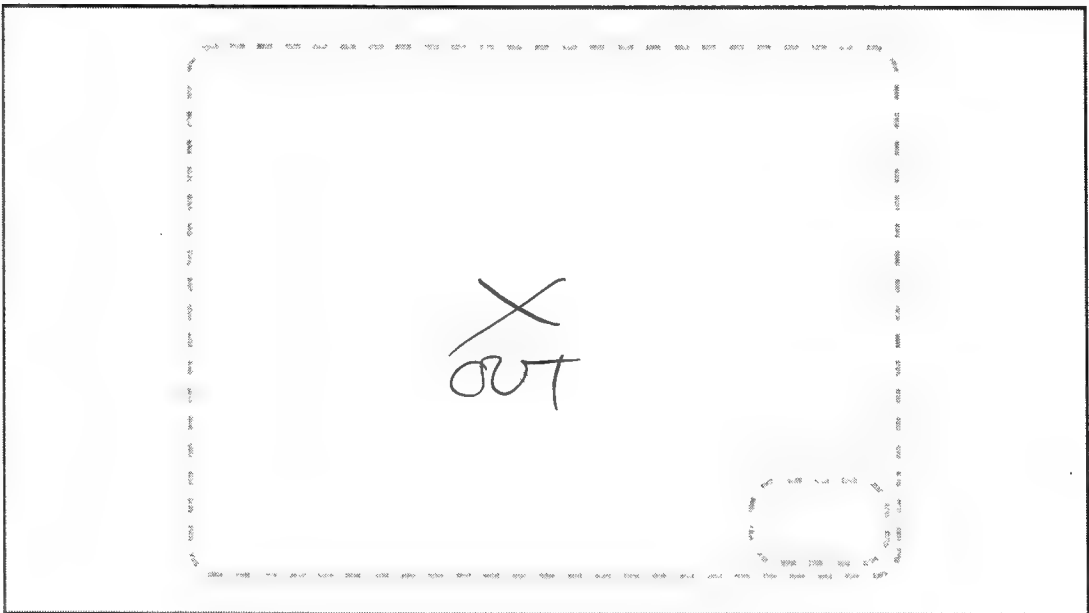
ADVENTURE TIME



Sc. 5 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	SFX: (far away) - ZOMP - (portal activation)
Action:	☆ RED/ORANGE light subtly flashes as the Fire Elemental's distant portal activates.
Timing:	

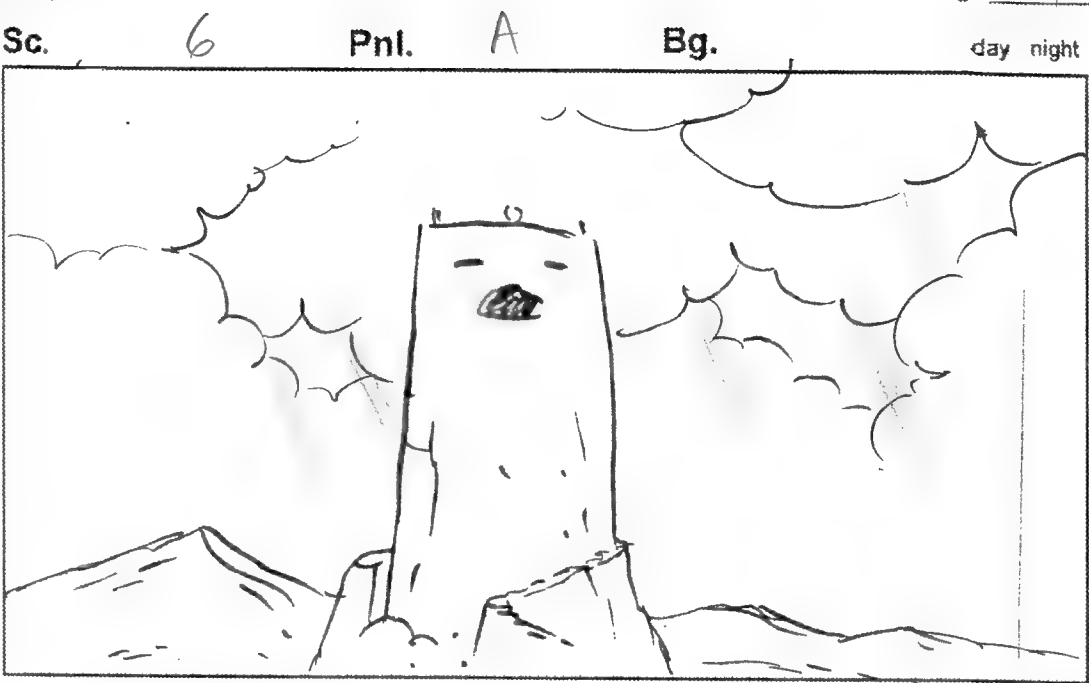
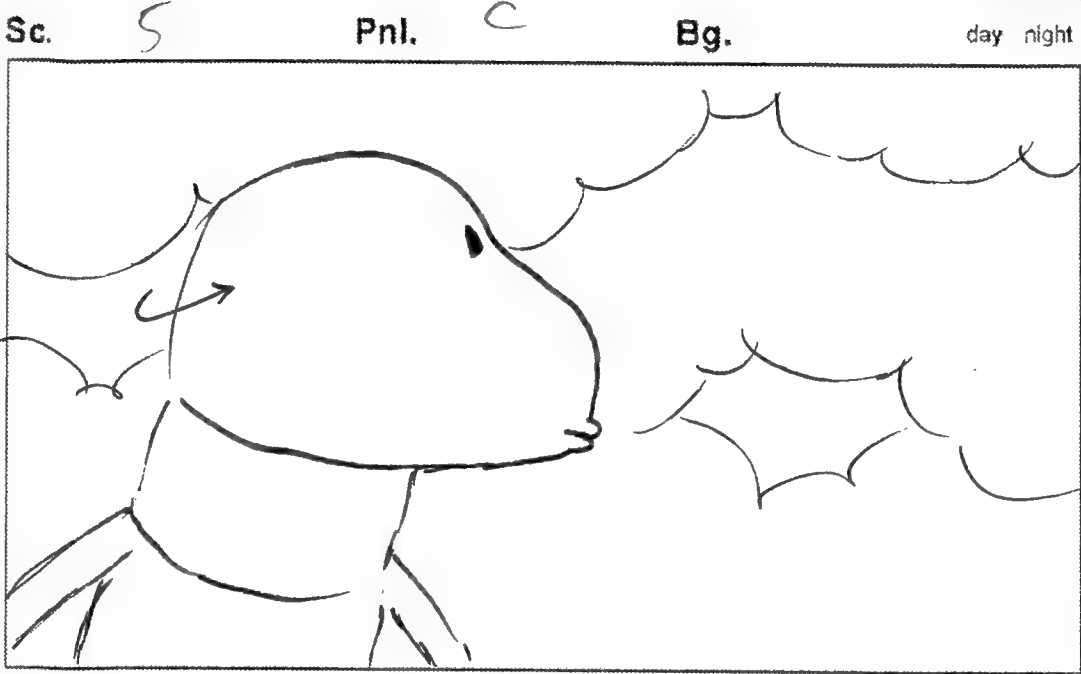
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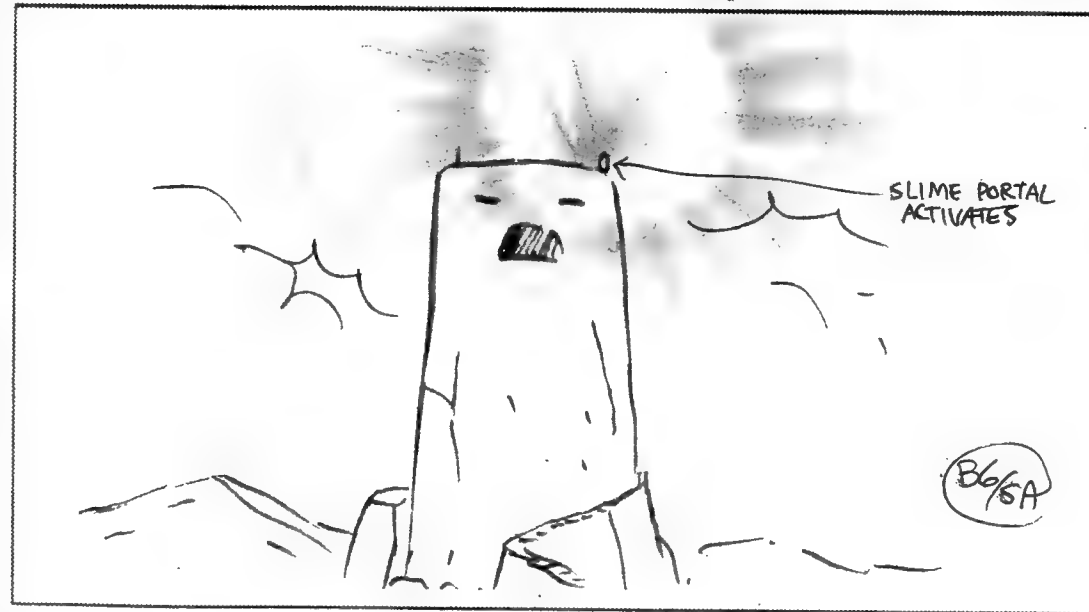


Dialog:
Action:
Timing:

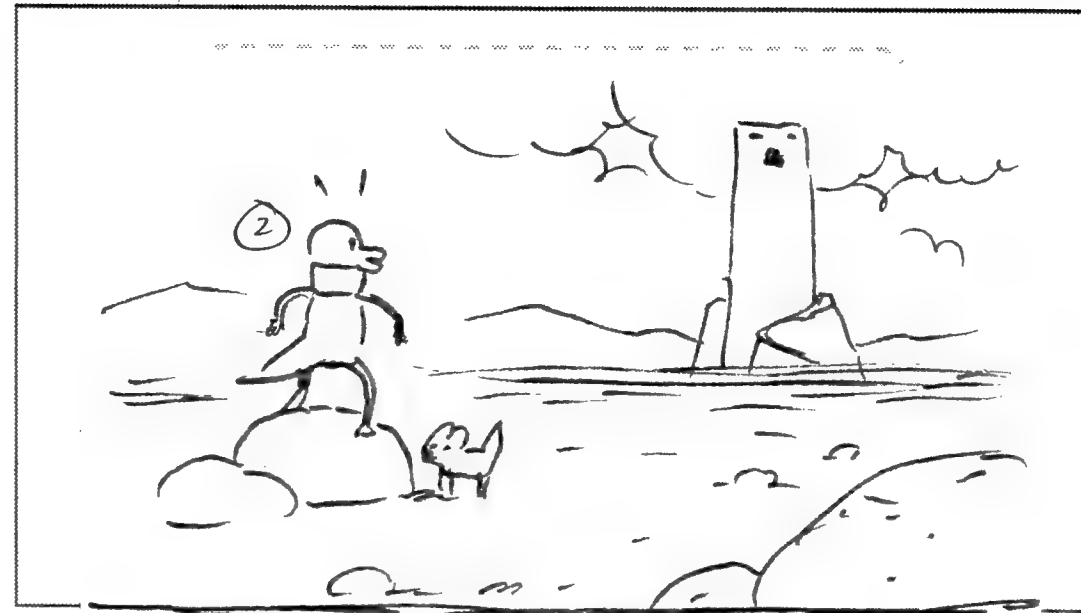
Production :  
EPISODE # 1025-178



Sc. 6 Pnl. B Bg. day night



Sc. 7 Pnl. A Bg. day night



Dialog:

SFX: : zomp :

(G.) Nina, the portals -

Action:

GREEN LIGHT shines in a burst from the activated slime portal.

Timing:



EPISODE #

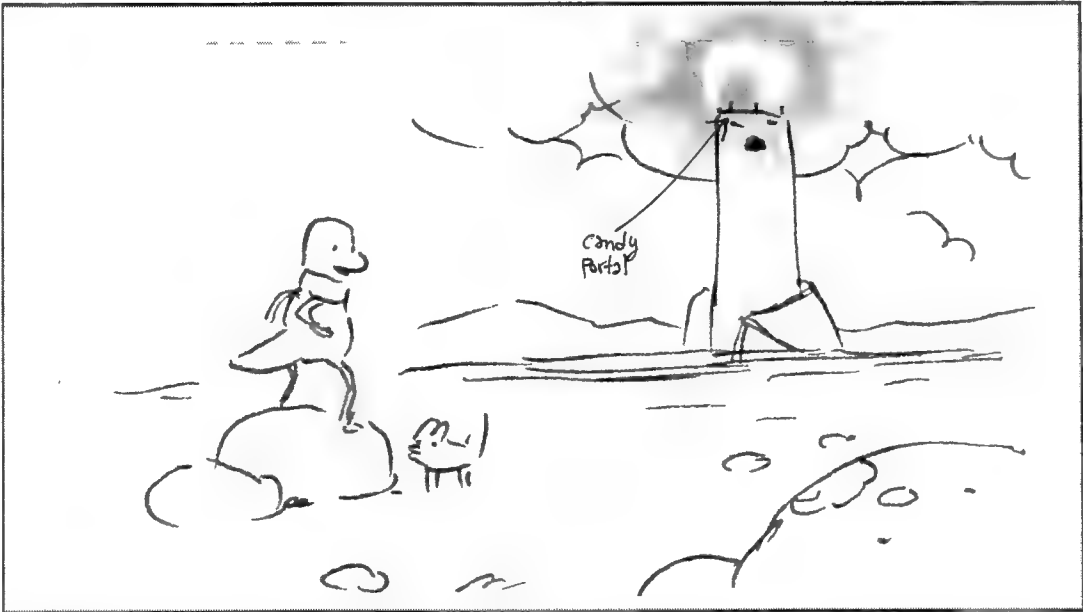
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Production :

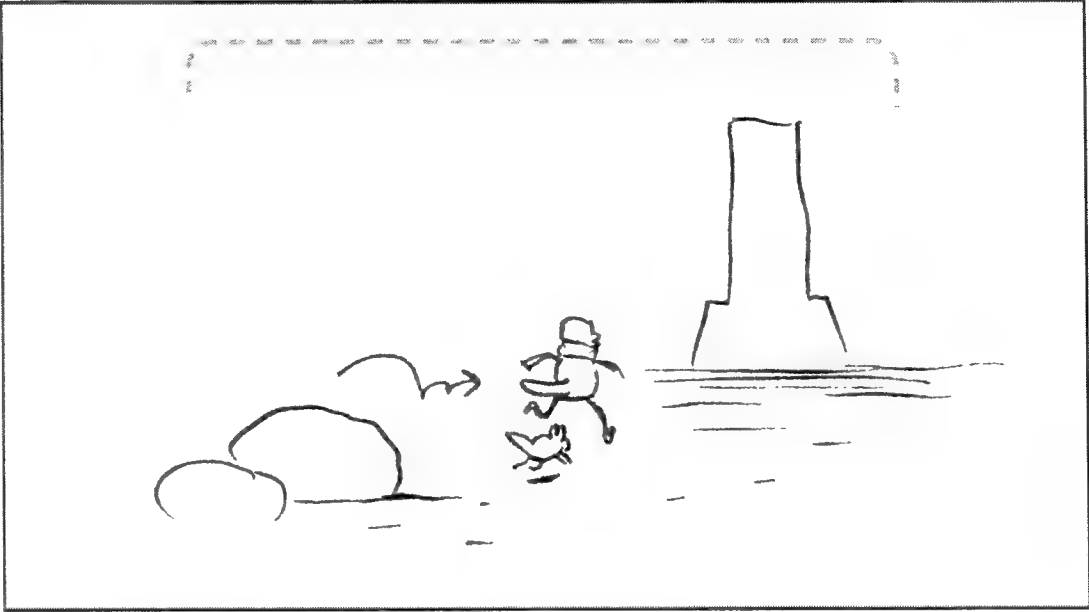
ADVENTURE TIME



Sc. 7 Pnl. 3 Bg. day night



Sc. 7 Pnl. C Bg. day night

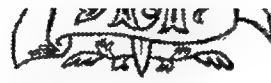


<p>Dialog:</p> <p>(A) GUNTER → the elementals are gathering!</p> <p>(B) SFX: ZOMP</p>	<p>(G:) c'mon ya blockhead!</p>
<p>Action:</p> <p>pink LIGHT bursts from the activated candy portal.</p>	<p>Gunter + Nino run toward the tower</p>
<p>Timing:</p>	

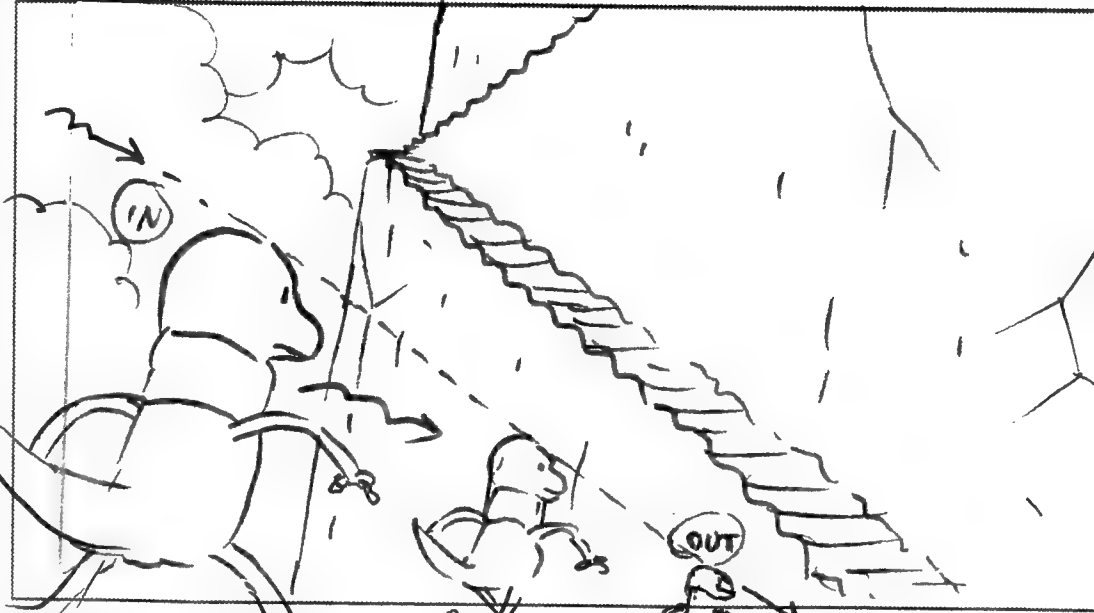
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Production :

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Sc. 8 Pnl. A Bg. day night

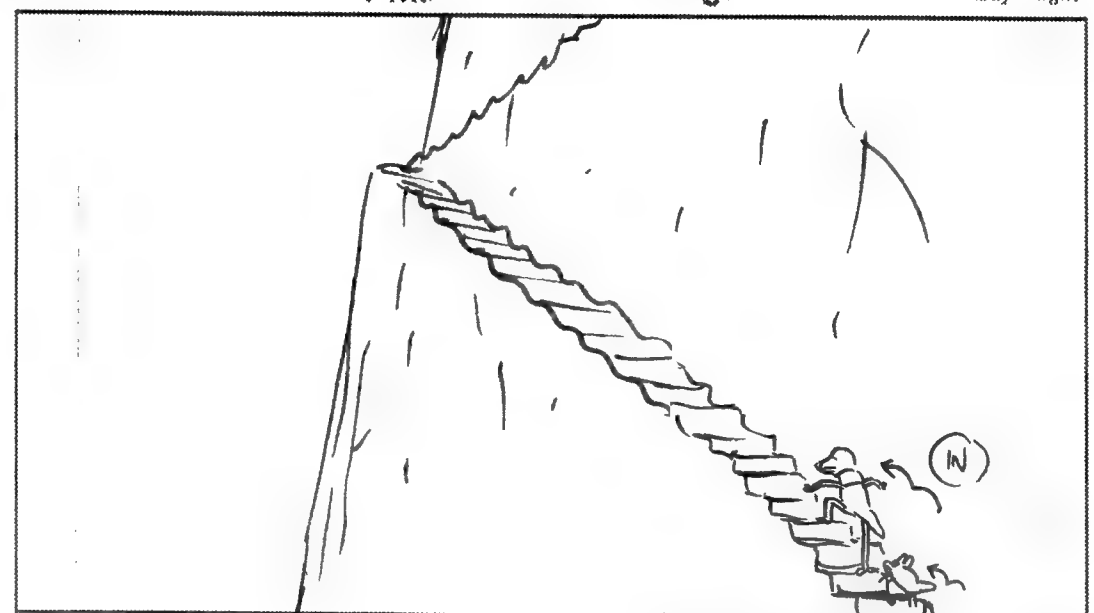


Dialog:  
Nino is here too but out of sight.

Action: Gunther + Nino climb the tower steps.

Timing:

Sc. 8 Pnl. B Bg. day night



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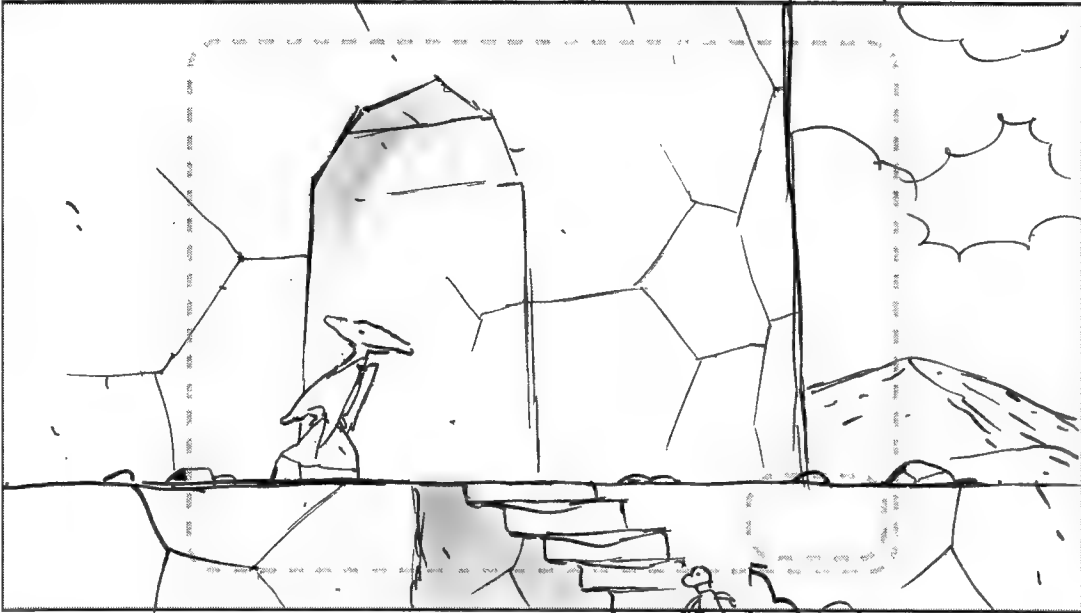
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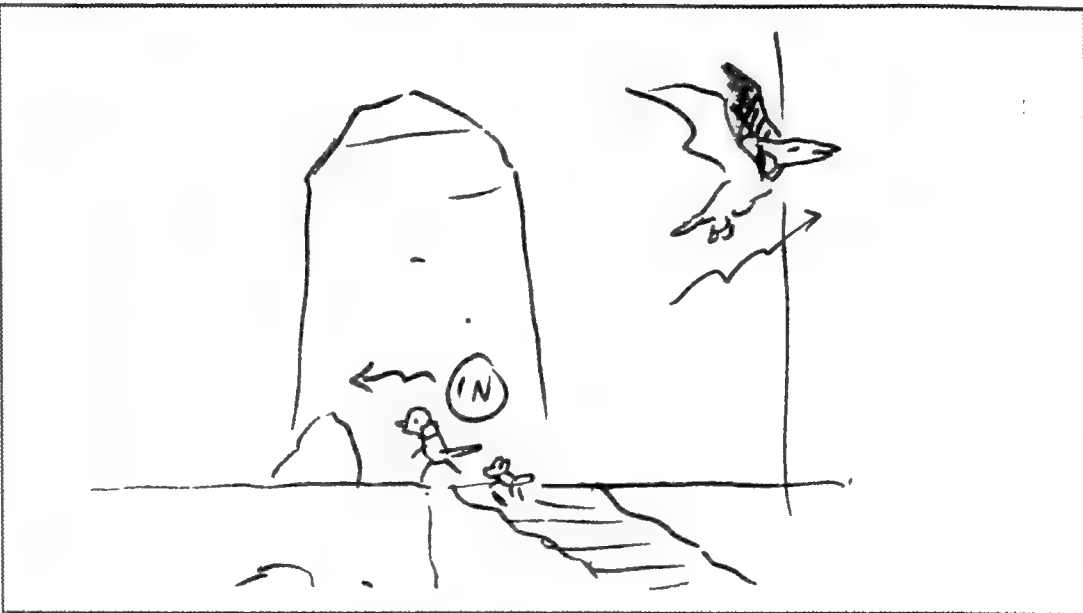
ADVENTURE TIME



Sc. 9 Pnl. A Bg. day night



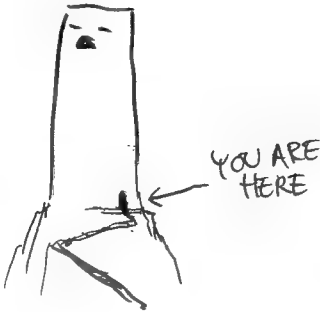
Sc. 9 Pnl. B Bg. day night



Dialog:

Action:

Timing:



EPISODE #

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Production :

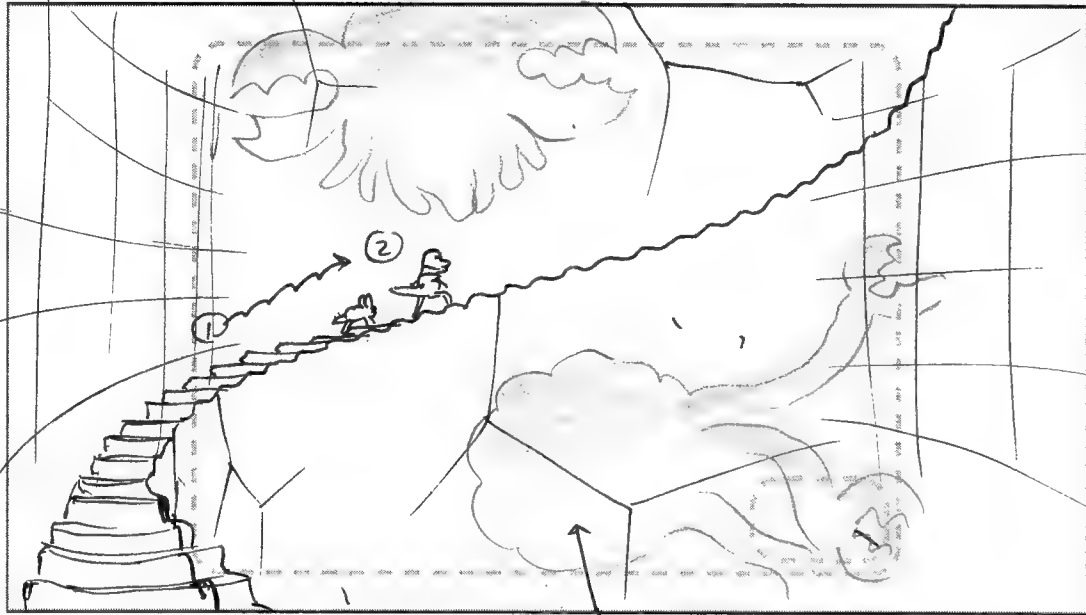


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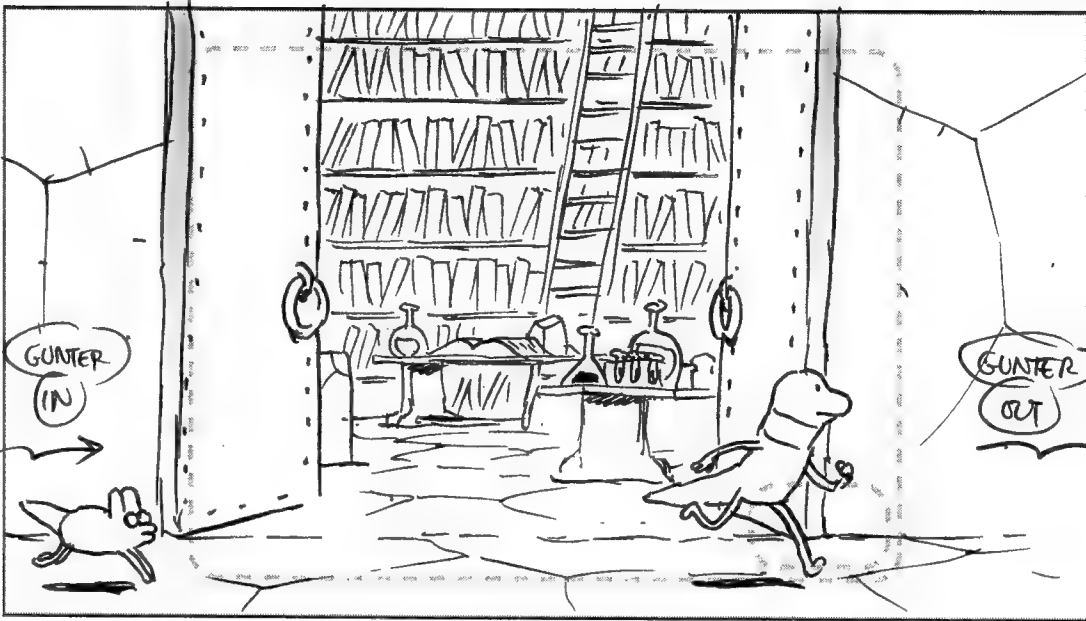
ADVENTURE TIME



Sc. 10 Pnl. A Bg. day night



Sc. 11 Pnl. A Bg. day night



Dialog:
Action:
Timing:

Production :

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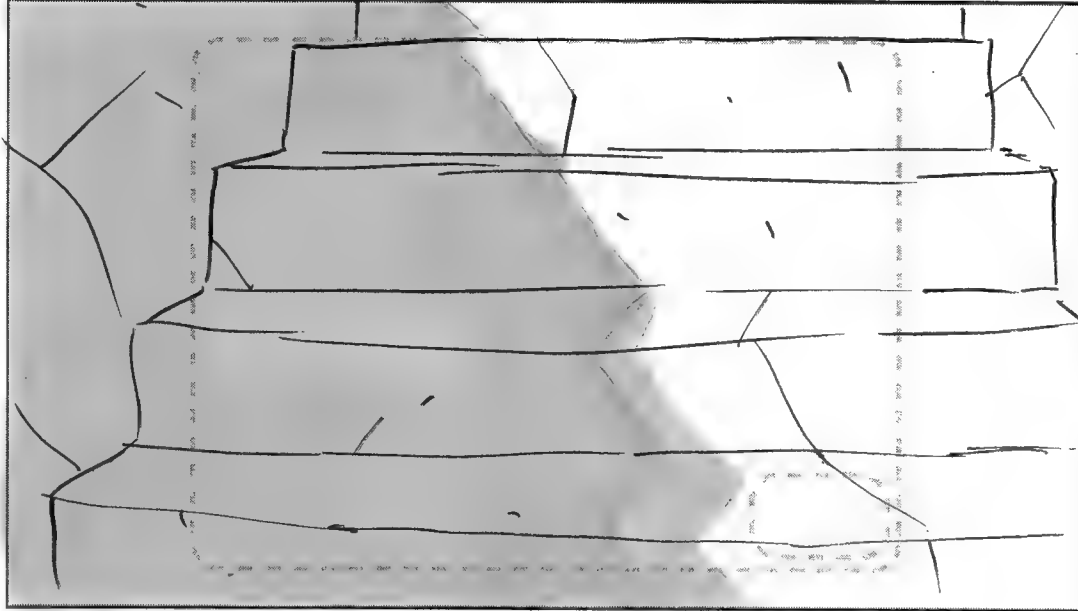
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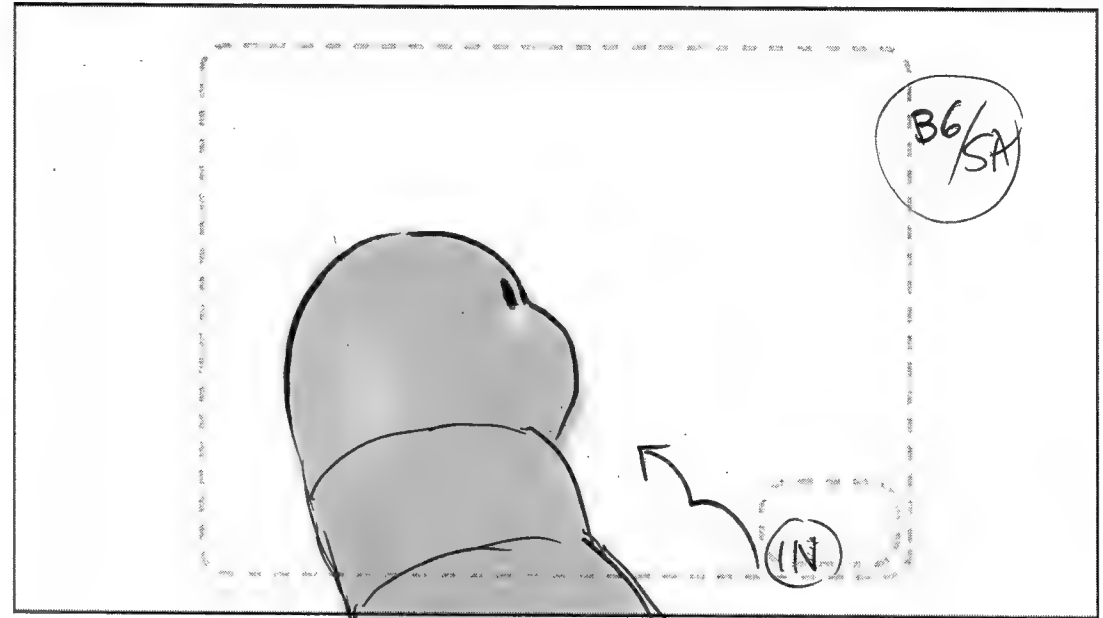


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Sc. 12 Pnl. A Bg. day night



Sc. 12 Pnl. B Bg. day night



Dialog:

CHARBERRY O.S.:  
I just think we should  
discuss this Evergreen -

Action:

Timing:

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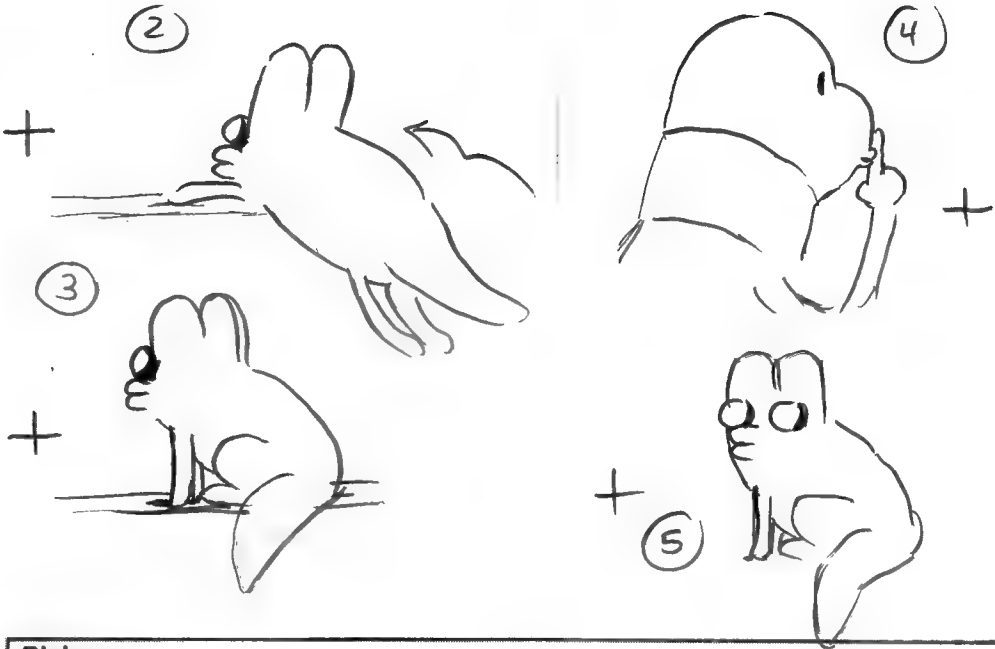
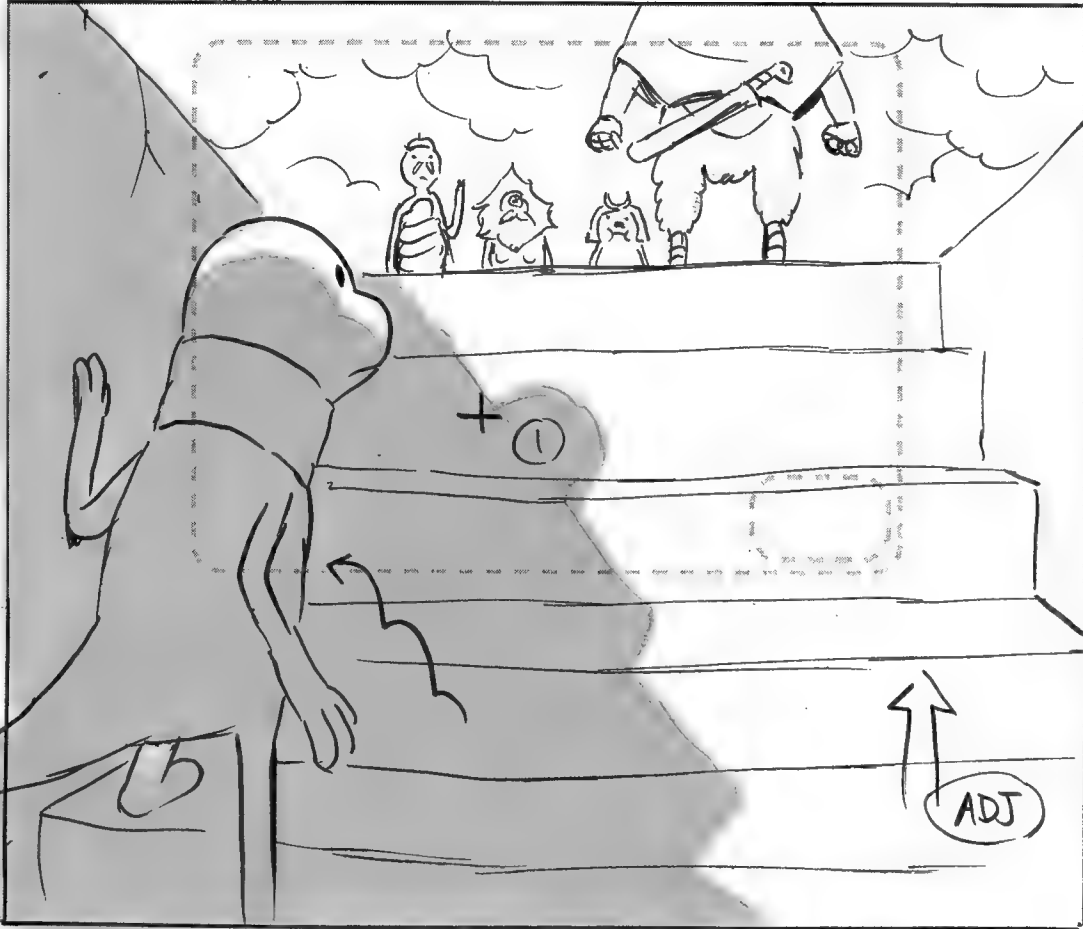
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ADVENTURE TIME



Sc. 12 Pnl. C Bg. day night



Dialog:	GUNTHER: (4) shss h
Action:	(1) Nina hops in silently (2) Gunter shushes Nina
Timing:	

Production :

EPISODE #

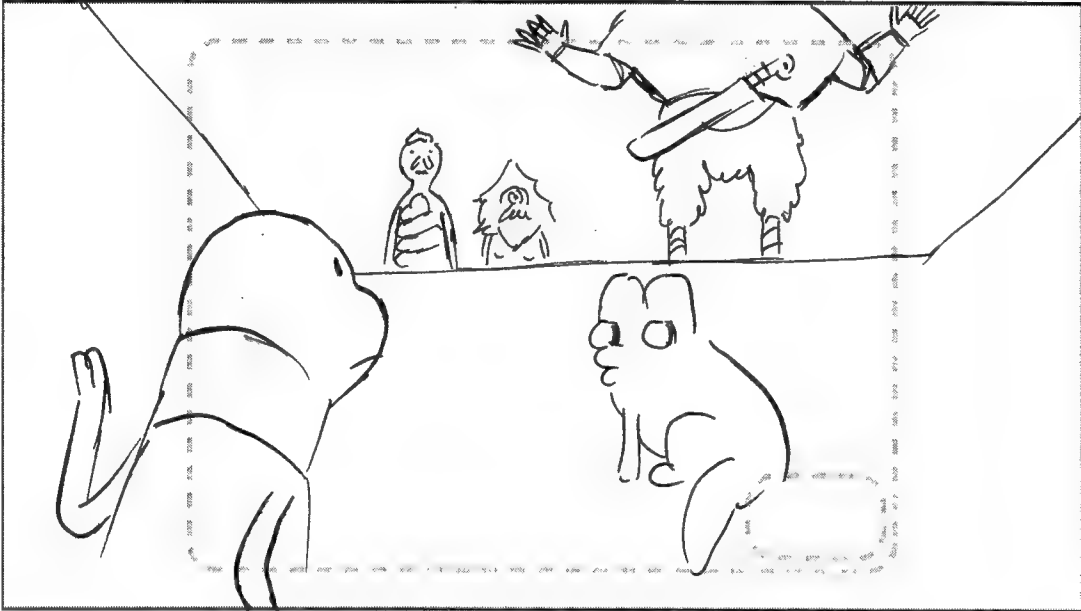
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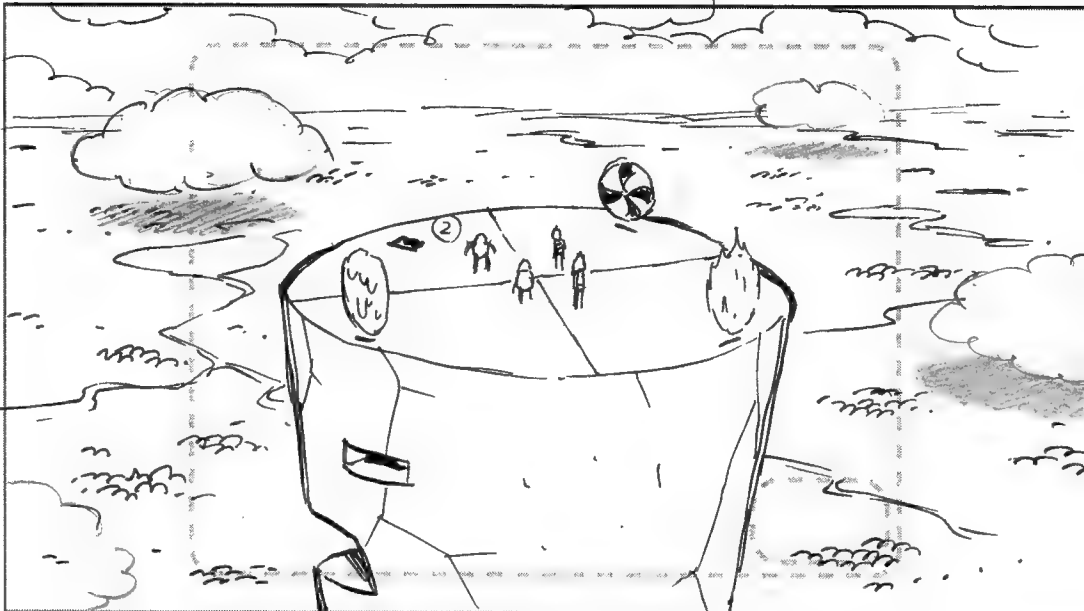
ADVENTURE TIME



Sc. 12 Pnl. 1 Bg. day night



Sc. 13 Pnl. A Bg. day night



Dialog:

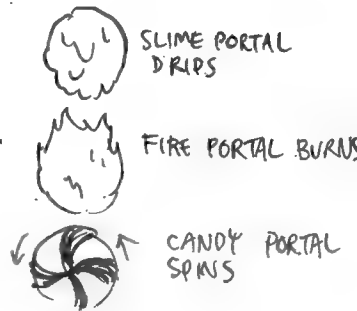
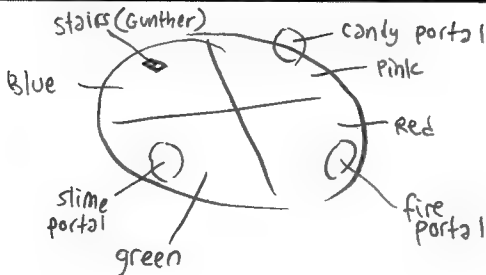
EVERGREEN: Discuss!?

EVERGREEN → Are you listening Chatsberry?

Action:



Timing:



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ADVENTURE TIME



Sc. 14 Pnl. A Bg. day night



Sc. 14 Pnl. B Bg. day night



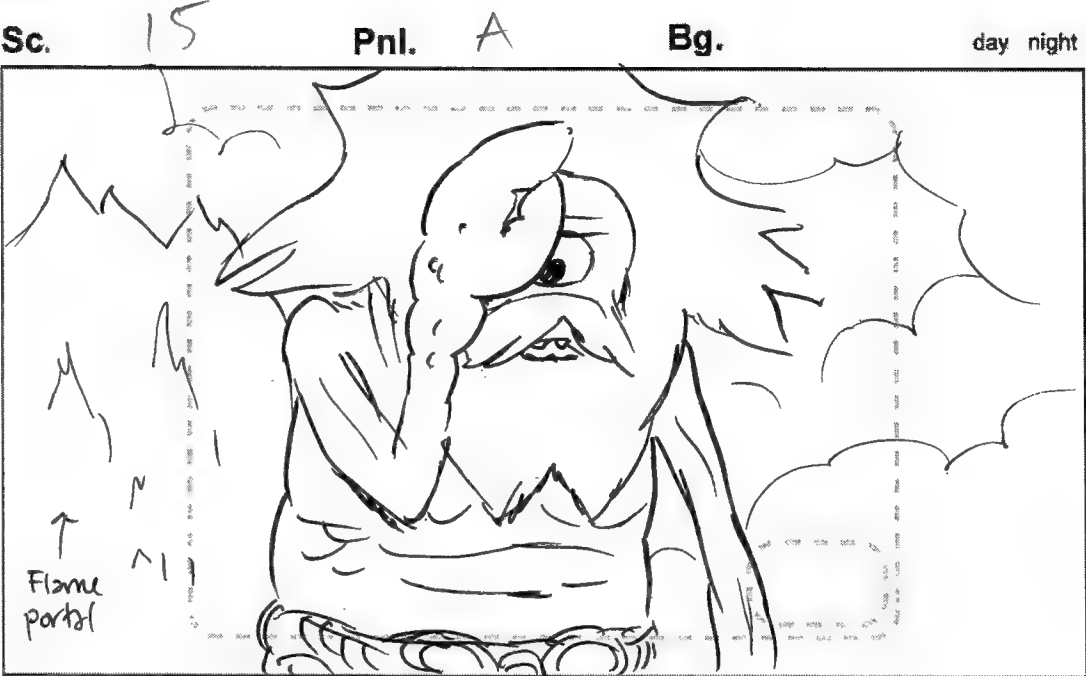
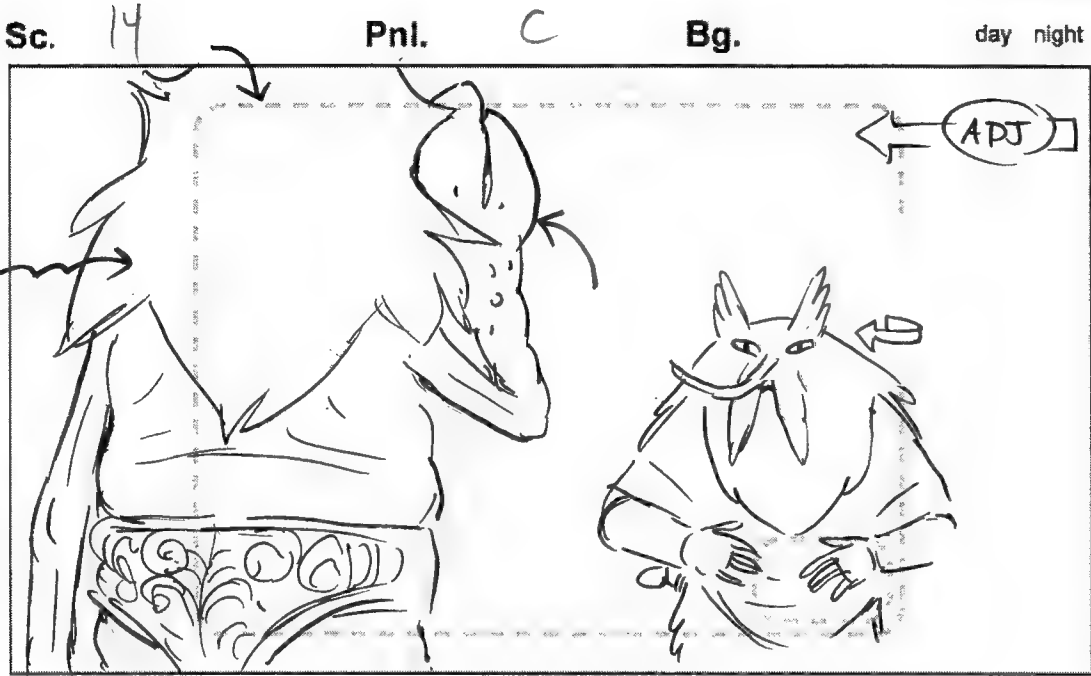
Dialog: (E) (1) When this comet hits - (2) EVERYBODY DIES. (E) (1) Not just everybody BUT us... (2) but US!

Action Timing (2) (3) -Evergreen gestures at comet. (2)

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Dialog:	BALTHUS: Now - Now hold on Evergreen -	(B:) Hath not a comet →
Action:		
Timing:		

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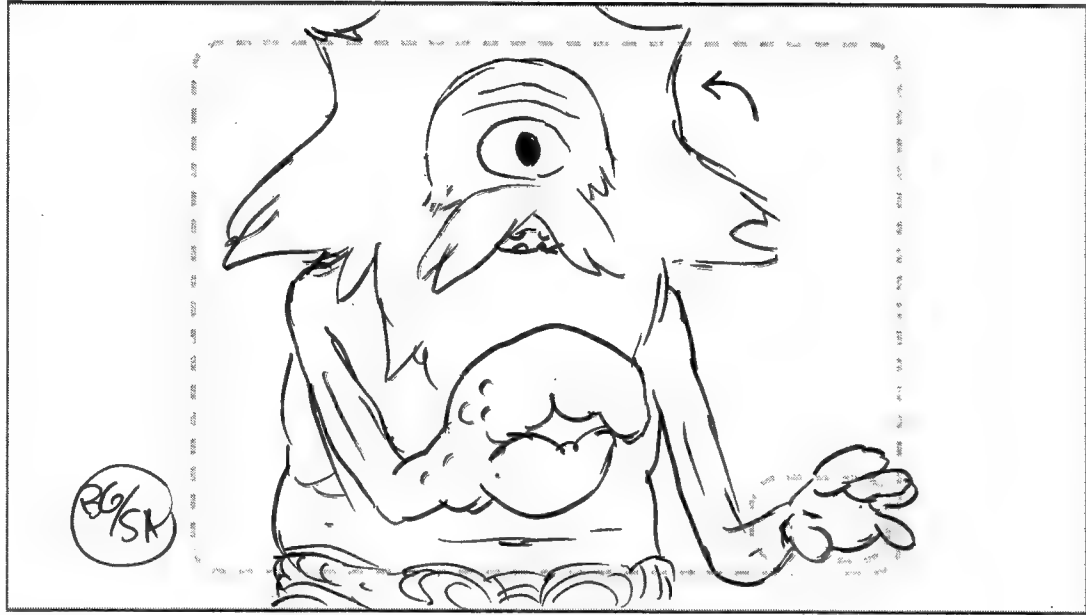
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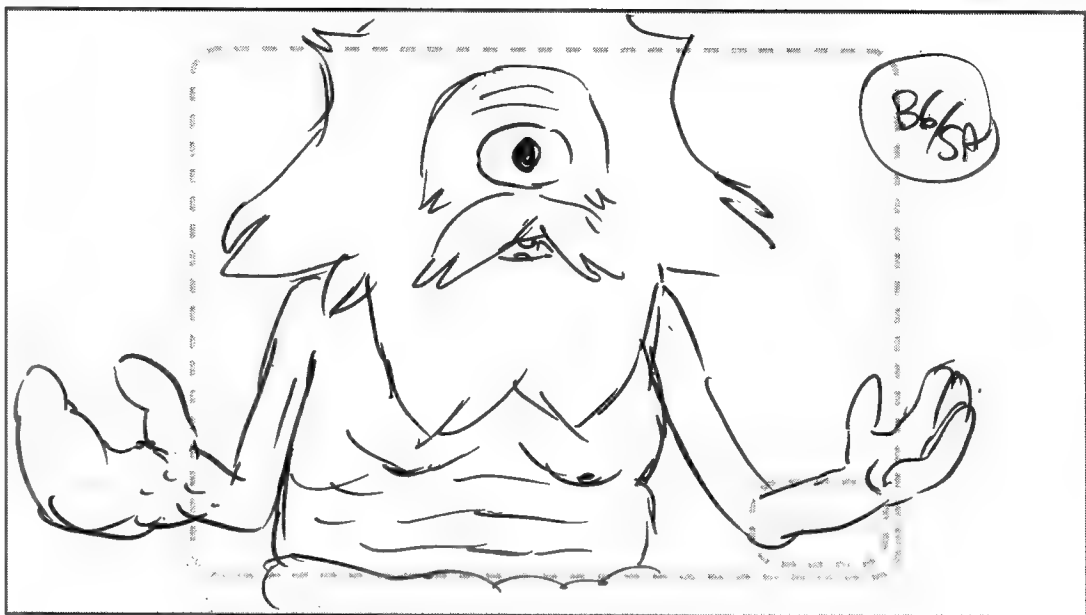
ADVENTURE TIME



Sc. 15 Pnl. B Bg. day night



Sc. 15 Pnl. C Bg. day night



Dialog:	→ impacted our world every thousand years →	→ with no lasting grievousness?
Action:		
Timing:		

Production :

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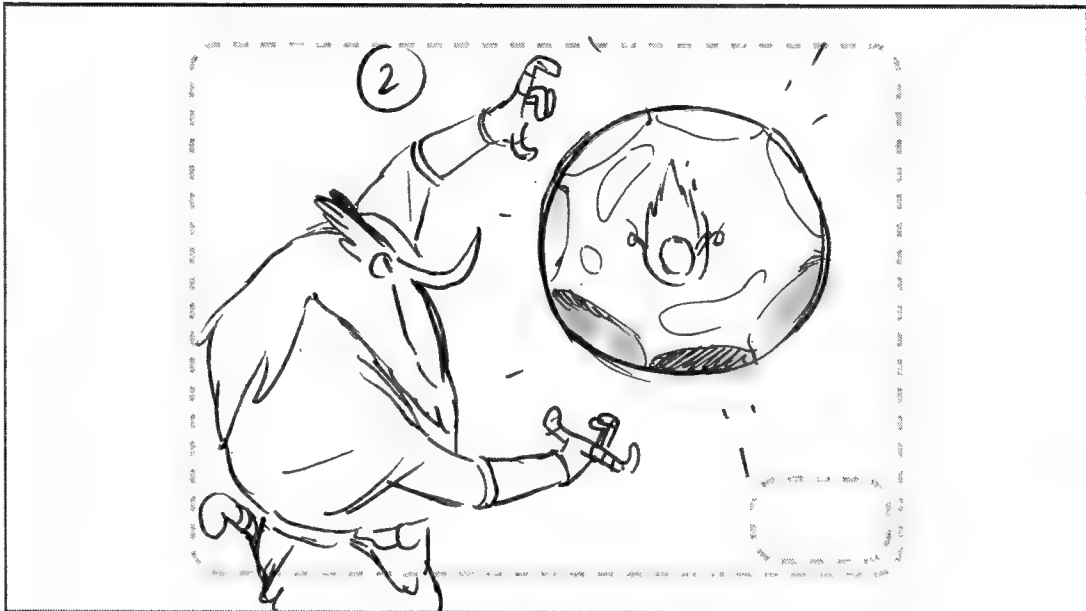
ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night



Sc. 16 Pnl. B Bg. day night



Dialog:	(E) Ah - but this is no ordinary comet Balthus -
Action:	Evergreen casts an ice lens, enlarging and warping the comet.
Timing:	



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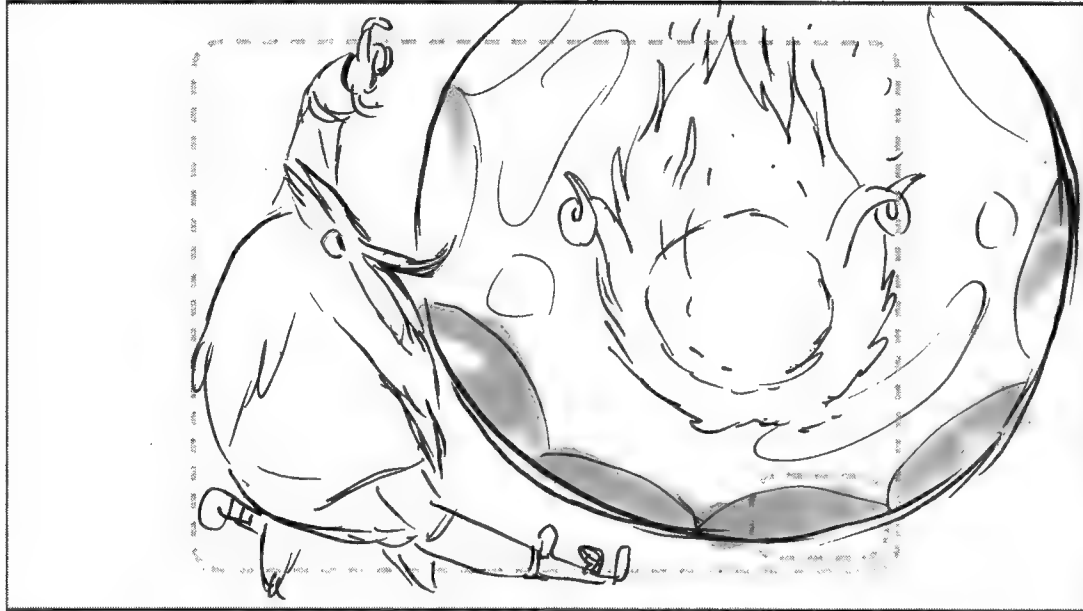


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ADVENTURE TIME



Sc. 16 Pnl. C Bg. day night



Sc. 17 Pnl. A Bg. day night



Dialog: (E:) Behold!

Action: - Evergreen enlarges the ice lens in one quick motion.

Timing:

—

—

—

—

—

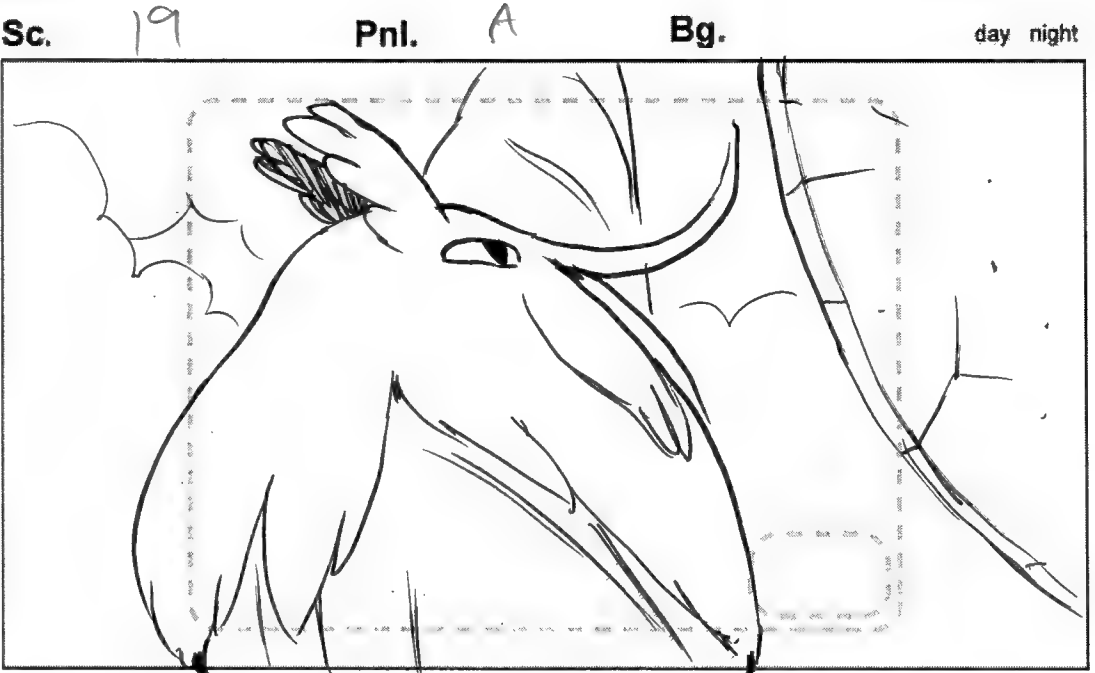
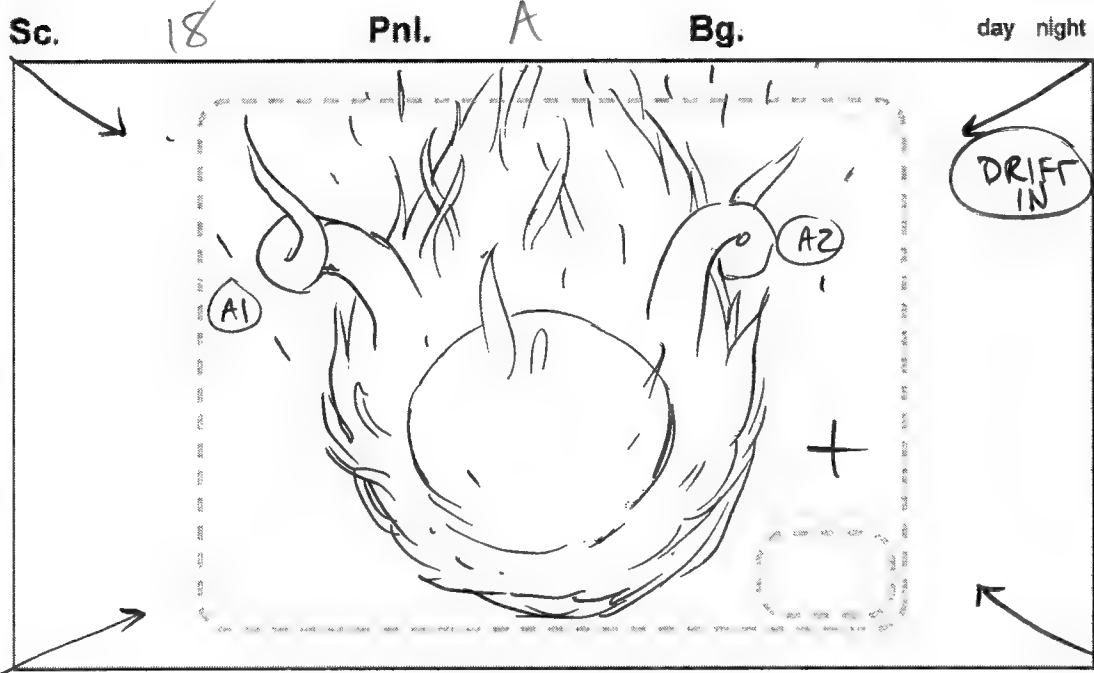
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ADVENTURE TIME



Dialog:	(E) See how it writhes... → it <u>aches</u> for our extinction, it -- (interrupted)
Action:	
Timing:	

(B1) (B2)

— flame horns lash around.

(C1) (C2)

EPISODE #

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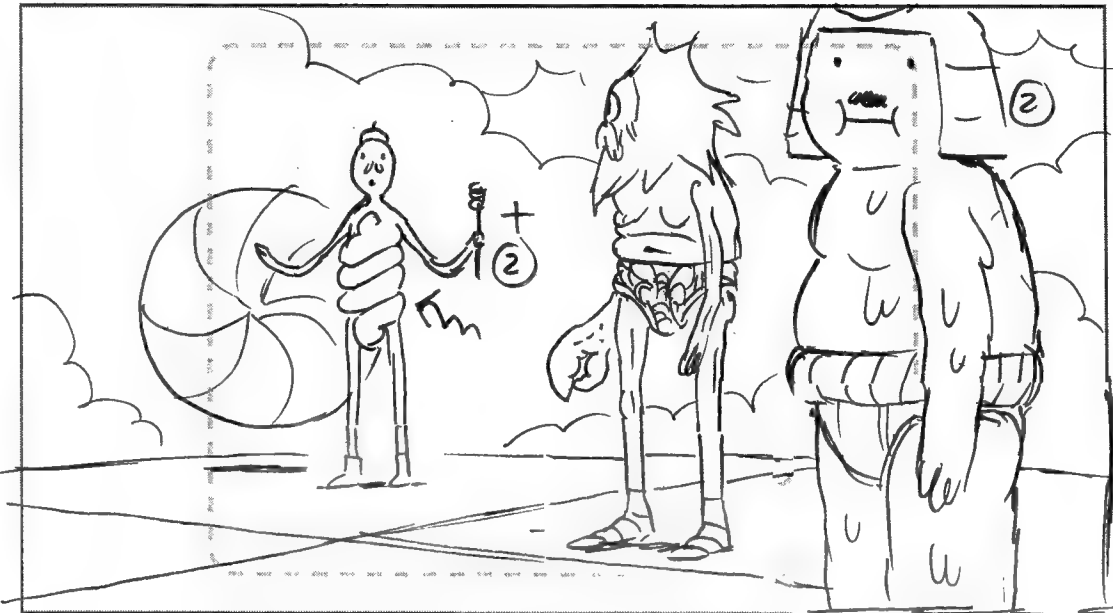
ADVENTURE TIME



Sc. 19 Pnl. B Bg. day night



Sc. 20 Pnl. A Bg. day night



Dialog: CHATSBERRY OS: But Evergreen, → ① Even if the comet is as dangerous as you say,  
② What can we possibly do?

Action:

Timing:



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ADVENTURE TIME



Sc. 21 Pnl. A Bg. day night

Sc. 21 Pnl. B Bg. day night

Dialog:	EVERGREEN(OS) We build a crown.	CHATSERRY(OS): A crown? (disbelief)
Action:		
Timing:		

EPISODE #

Production :

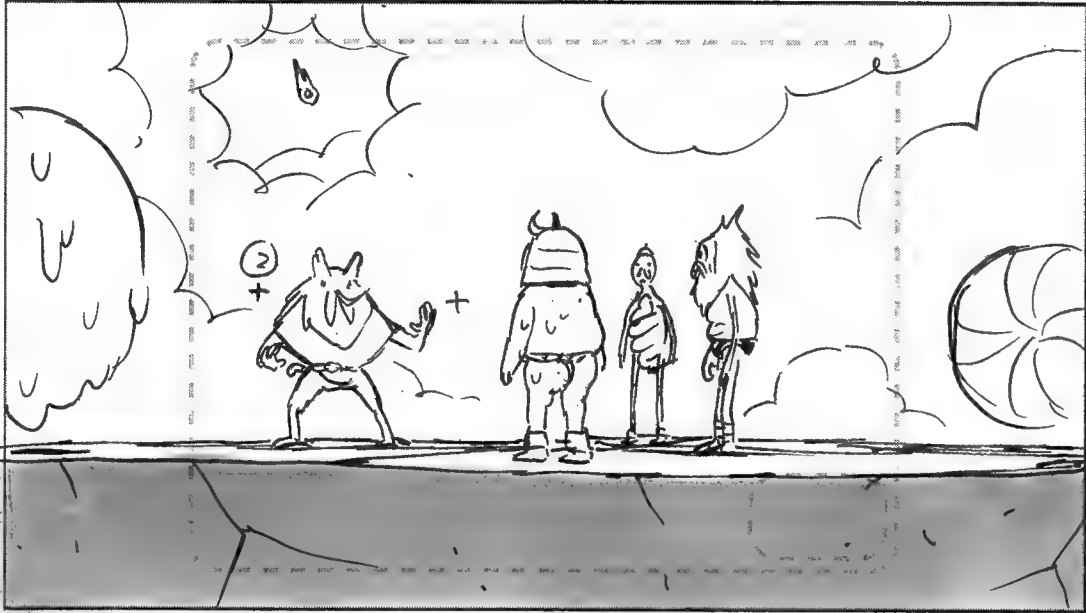
1025-178

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ADVENTURE TIME



Sc. 22 Pnl. A Bg. day night



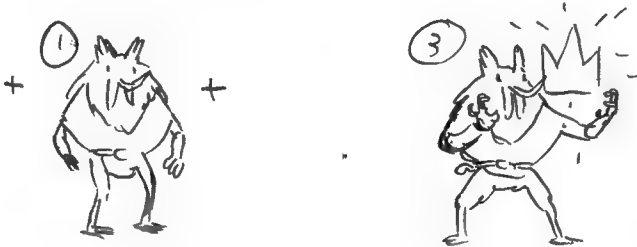
Sc. 23 Pnl. A Bg. day night



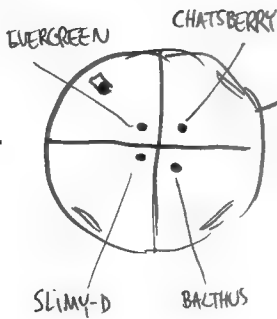
Dialog: (E) ② A mystical crown,  
③ like none seen before  
or ever after.

(E:) A magical crown →

Action:



Timing:



All characters stay confined  
in their own corresponding  
quadrant.

- Evergreen summons  
an ice-magic  
diagram of the  
crown.

Production :

EPISODE #

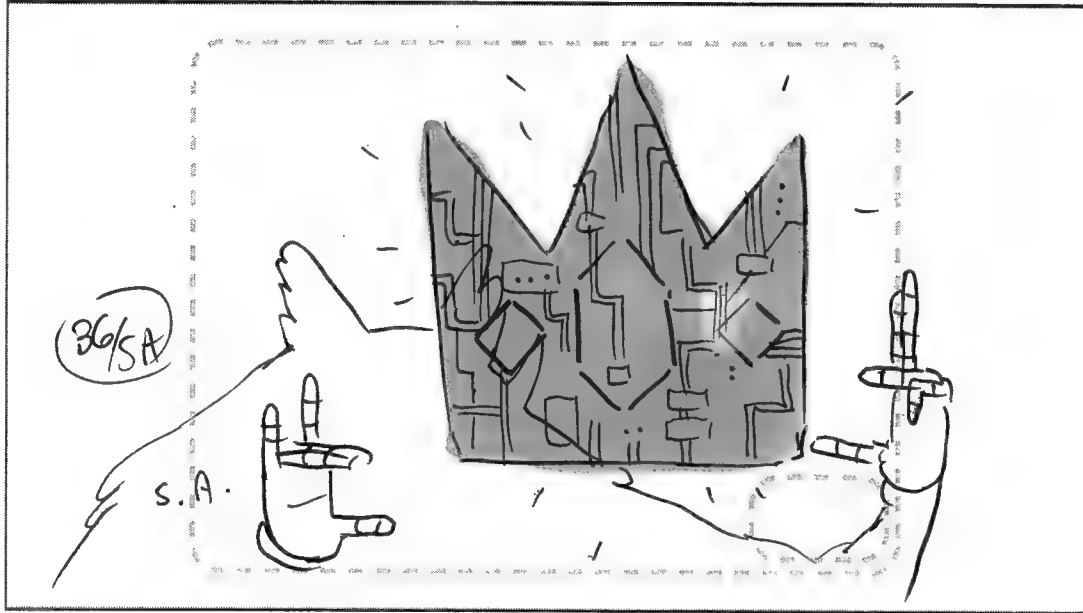
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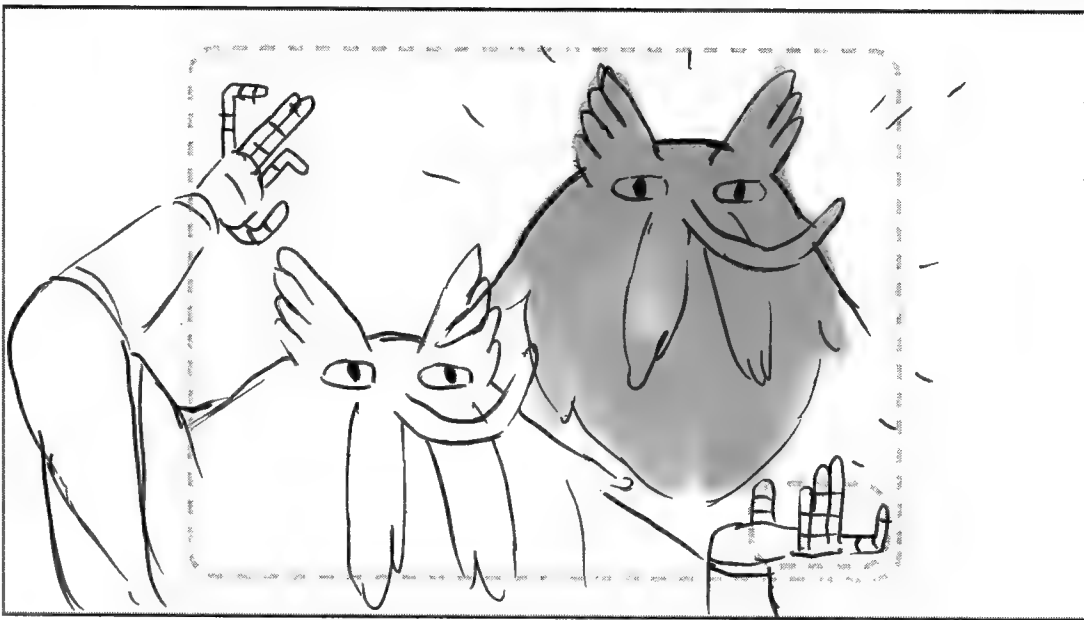
ADVENTURE TIME



Sc. 23 Pnl. B Bg. day night



Sc. 23 Pnl. C Bg. day night



Dialog:	→ whose phantasmal circuitry...	→ ... will <u>bond</u> to its bearer...
Action:	- circuitry diagram dissolves onto crown diagram	- ice magic diagram becomes Evergreen's head.
Timing:		

Production :

EPISODE #

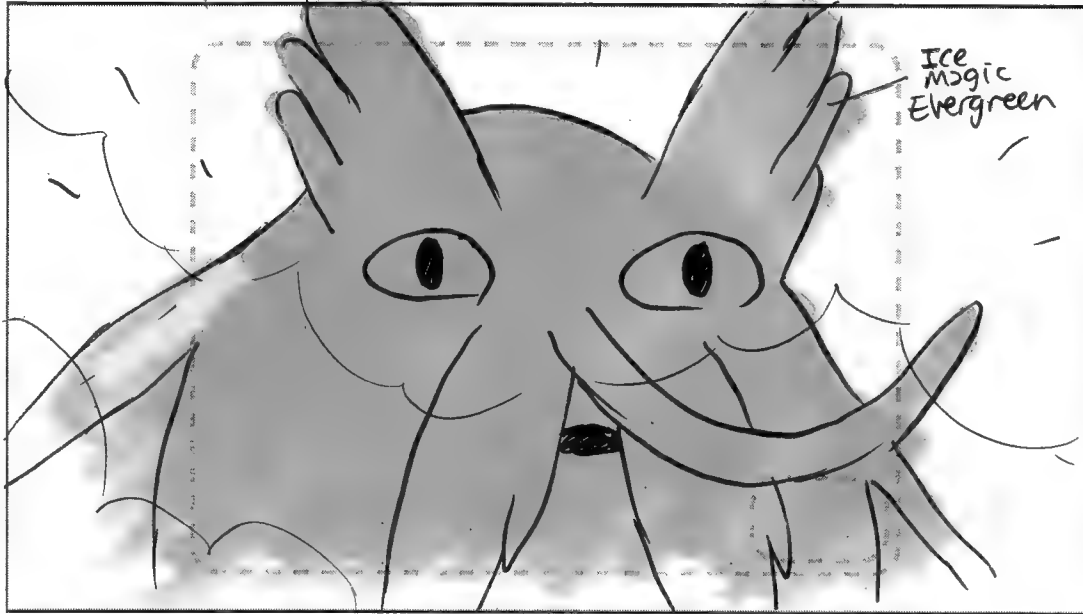
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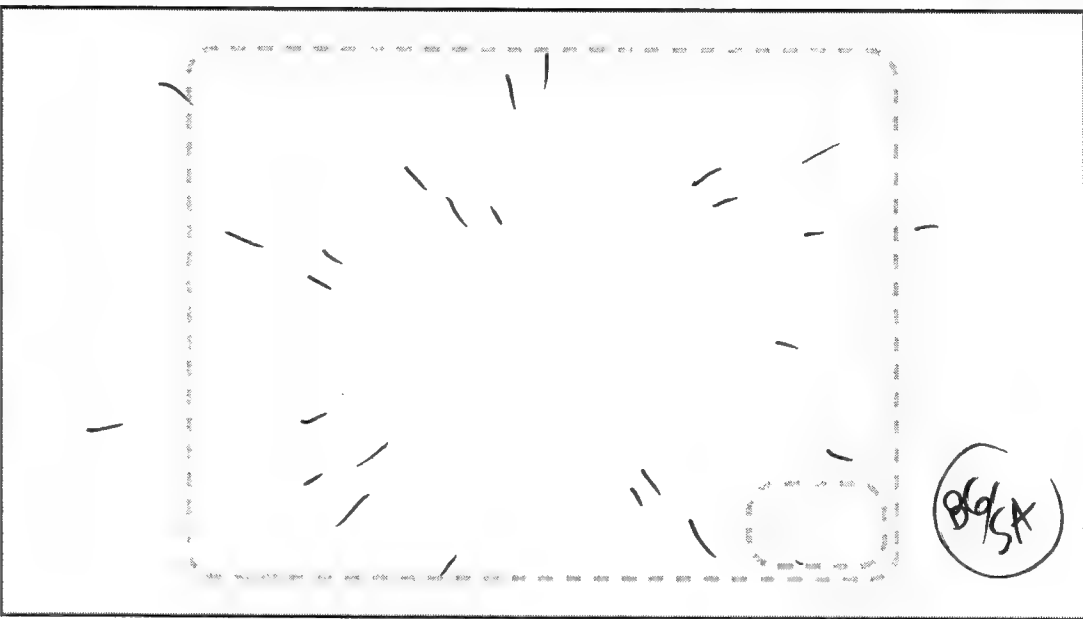
ADVENTURE TIME



Sc. 24 Pnl. A Bg. day night



Sc. 24 Pnl. B Bg. day night



Dialog:	<div>Ice Magic Evergreen.</div> and grant him his one deepest wish...
Action:	
Timing:	

Production :

EPISODE #

1025-178

Sc. 24

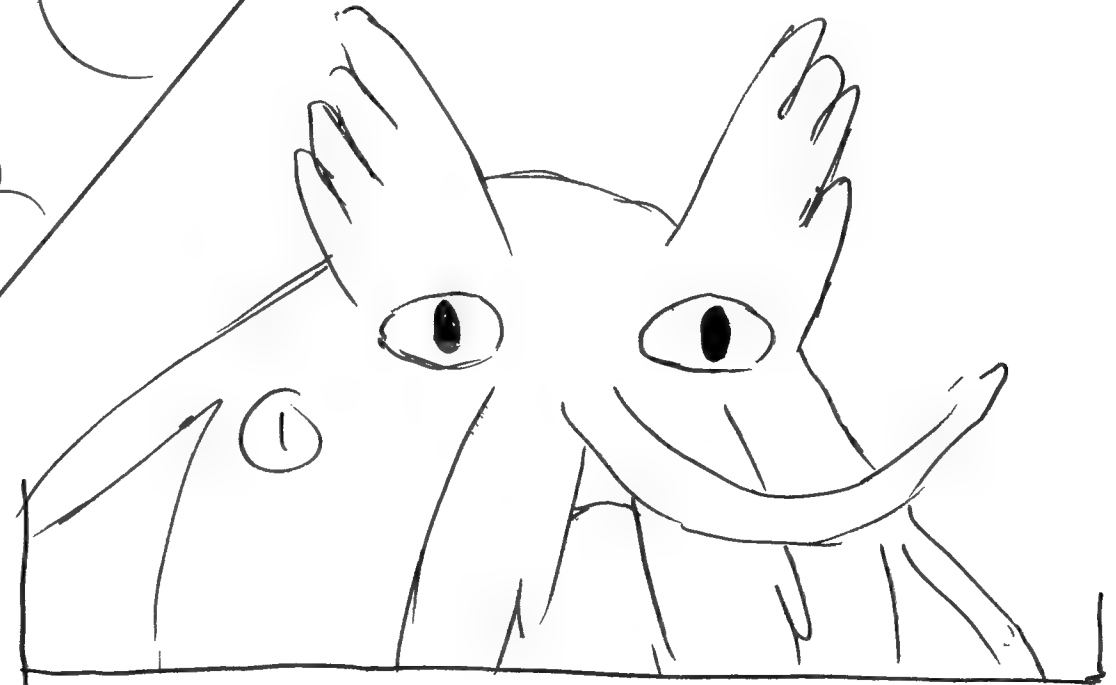
Pl. C

Bg.



hand in

DIALOG  
E: To destroy the hideous comet which threatens our world!



1025-178



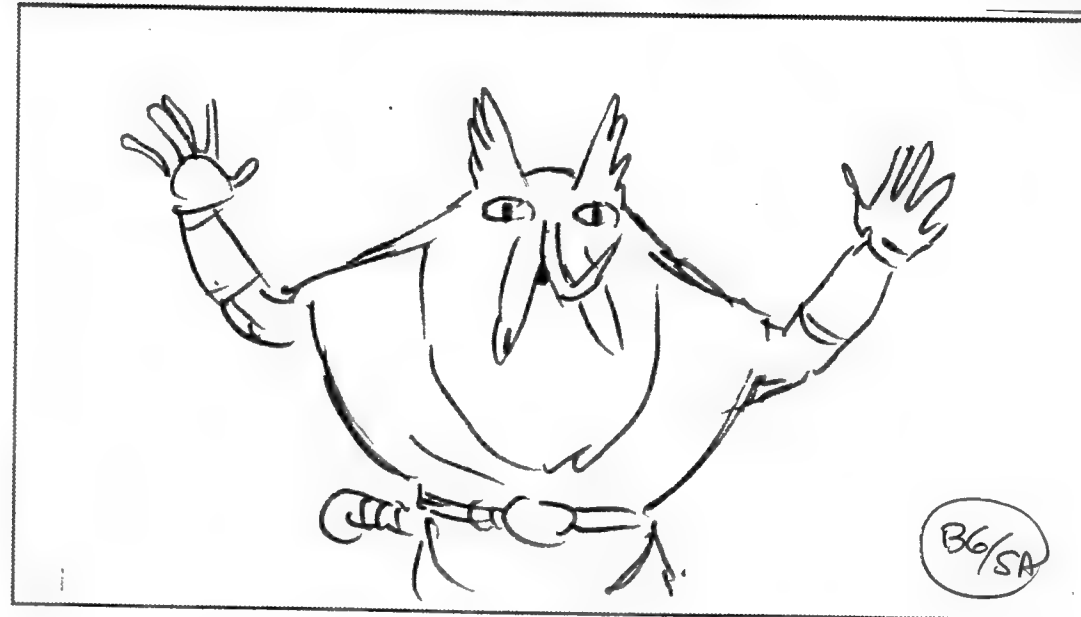
# ADVENTURE TIME



Sc. 25 Pnl. A Bg. day night



Sc. 25 Pnl. B Bg. day night



Dialog:

(E:) The good news is: I  
already built the crown.  
The bad news: it needs a power source—

(E:) The enchanted Ruby eyes  
of the ancient lava dog  
Magwood!

Action:

Timing:

EPISODE #

Production :

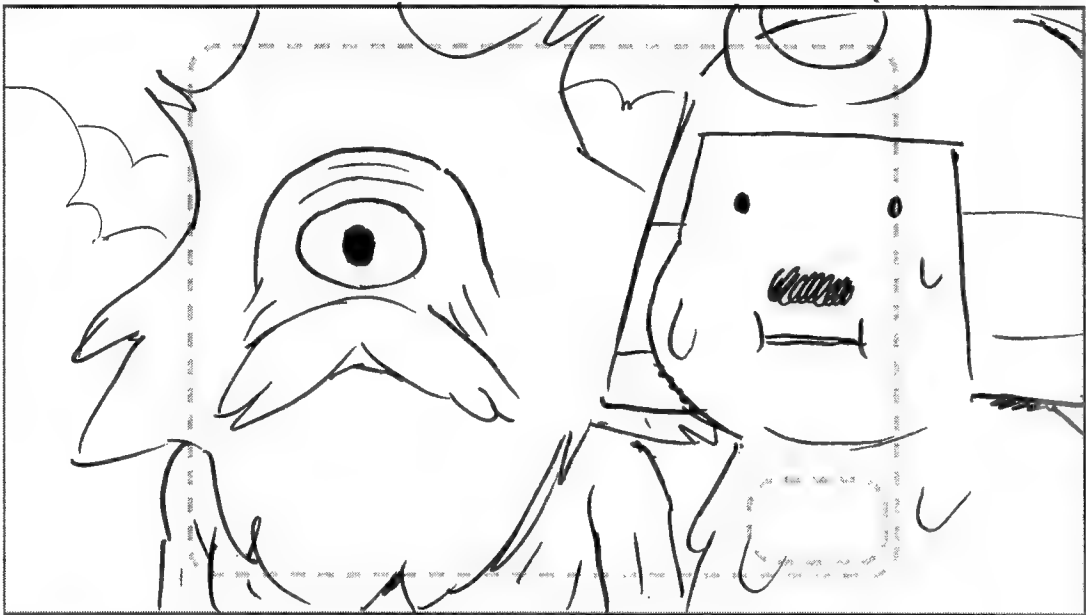
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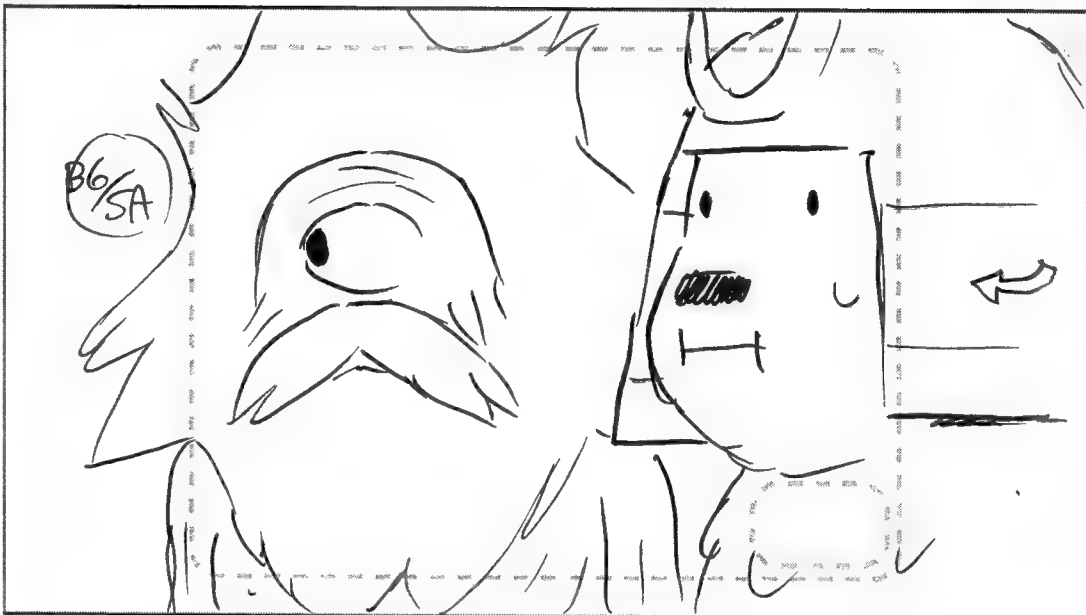
ADVENTURE TIME



Sc. 26 Pnl. A Bg. day night



Sc. 26 Pnl. B Bg. day night



Dialog:	E: (O.S.) and that's where you come in.	CHATSBERY (OS) wait, wait...
Action:		
Timing:		

Production :

EPISODE #

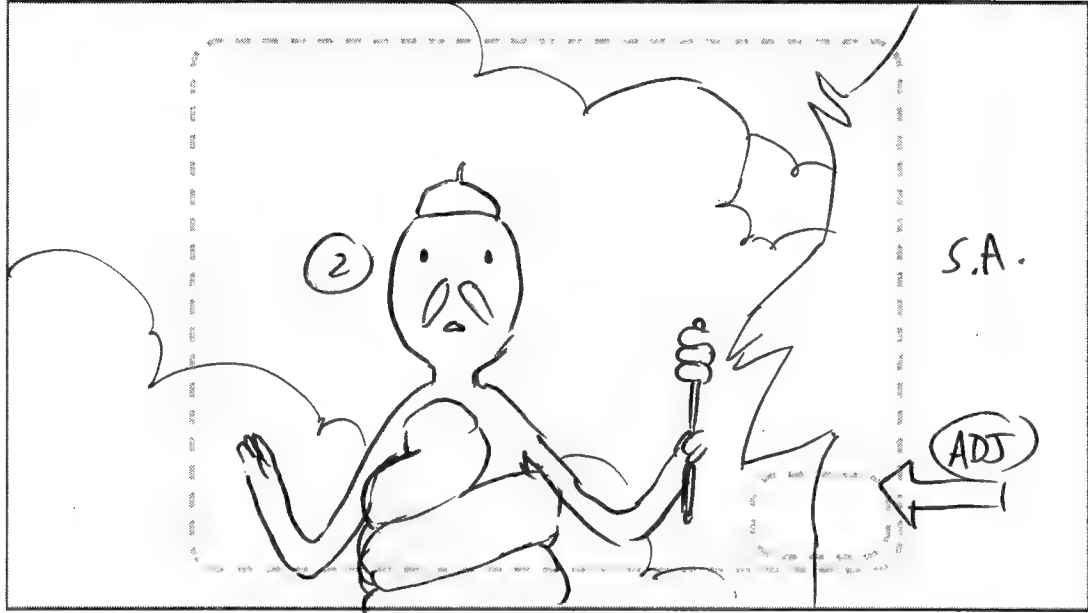
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ADVENTURE TIME



Sc. 26 Pnl. C Bg. day night



Sc. 27 Pnl. A Bg. day night



Dialog: CHATSBERRY: Evergreen, please - CHATSB: → You are a fine alchemist indeed, →

Action:

Timing:



EPISODE #

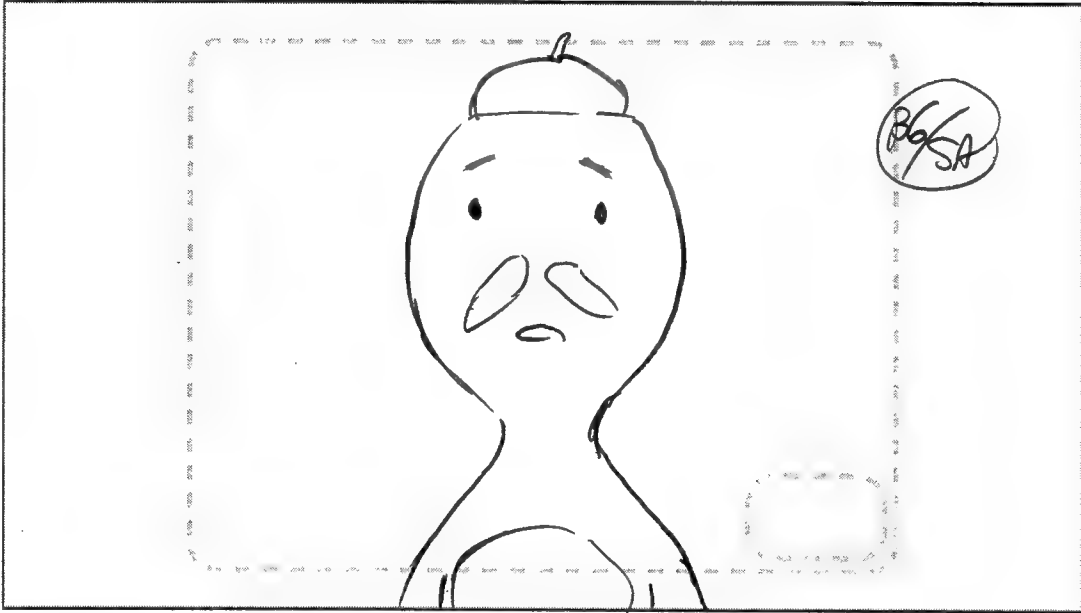
1025-178

Production :

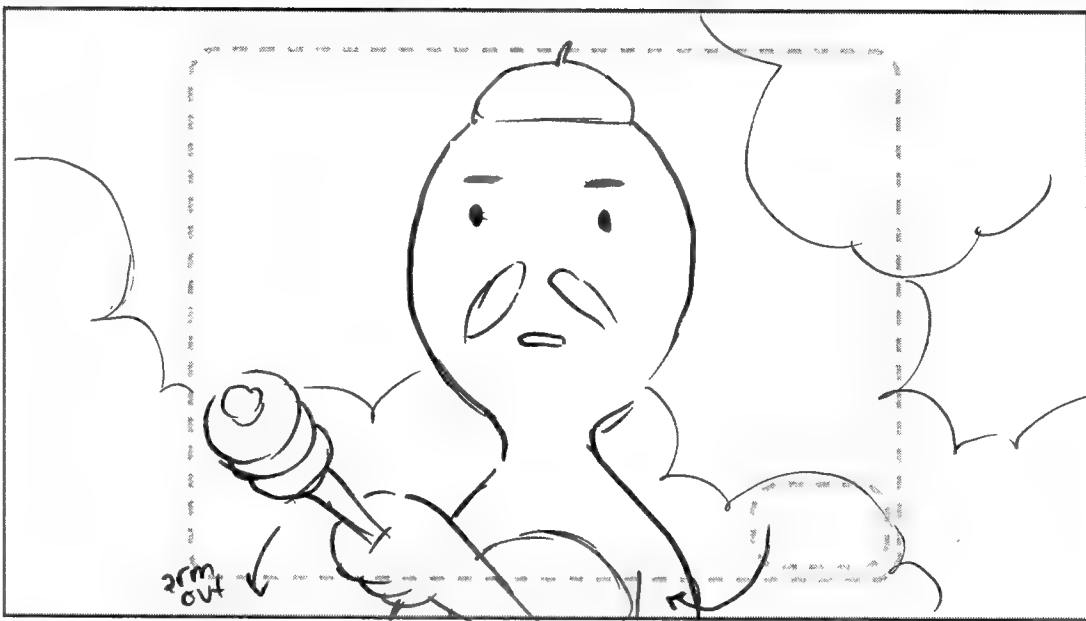
ADVENTURE TIME



Sc. 27 Pnl. B Bg. day night



Sc. 27 Pnl. C Bg. day night



Dialog: (CHTSB) → but wish-magic is really the real deal. → This wish may see things in you you cannot see yourself.

Action:

Timing:

Production :

EPISODE #

1025-178

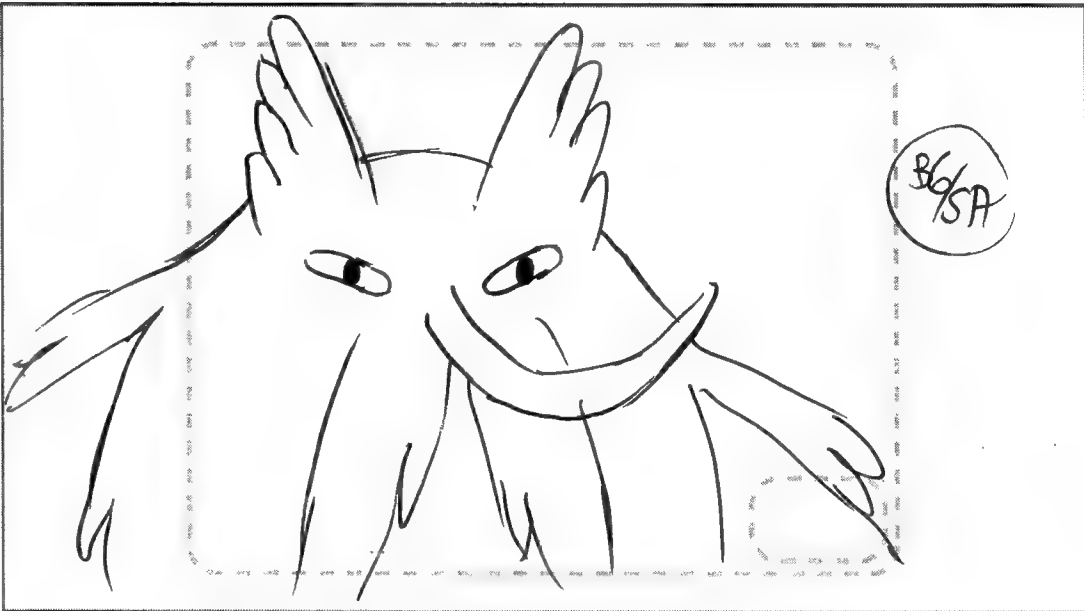
ADVENTURE TIME



Sc. 28 Pnl. A Bg. day night



Sc. 28 Pnl. B Bg. day night



Dialog:	<p>CHATSBERRY (OS): Can you truly say you know your heart's truest desire?</p>	<p>BALTHUS (OS): I'm with Chatsberry.</p>
Action:	<p>-Evergreen looks at Balthus after Balthus speaks</p>	
Timing:		

Production :

EPISODE #

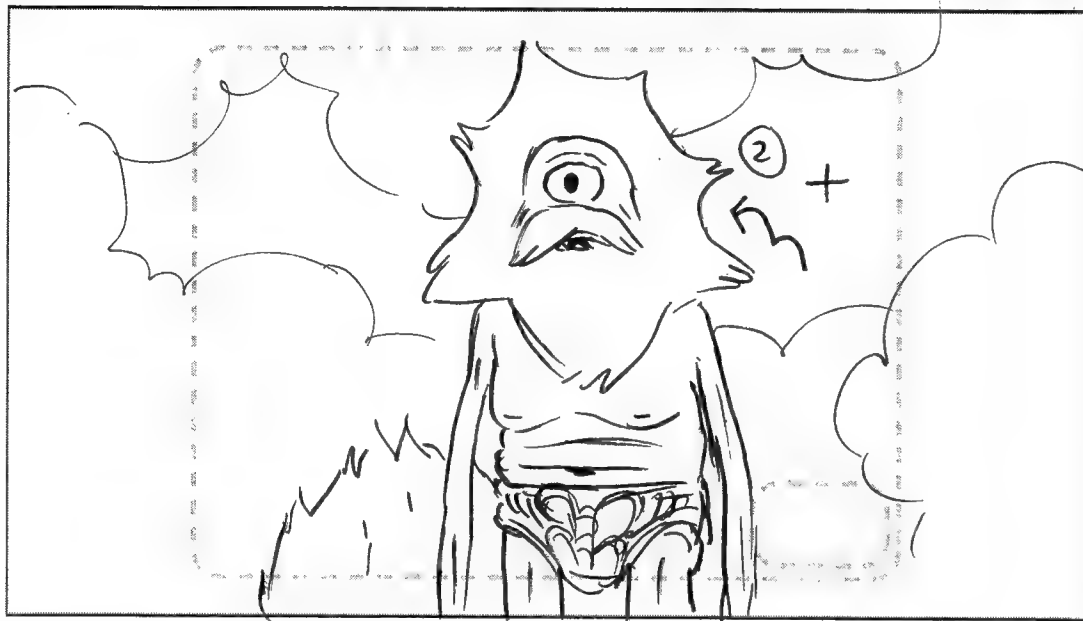
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ADVENTURE TIME



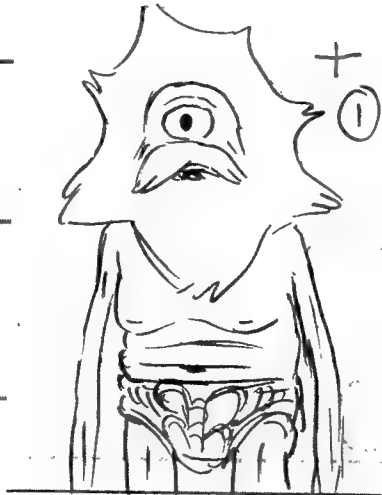
Sc. 29 Pnl. A Bg. day night



Sc. 29 Pnl. B Bg. day night



Dialog:	(B:) A wish is the far more dangerous threat.	(B:) If this comet hits, we four indeed may perish, →
Action:		
Timing:		



Production :

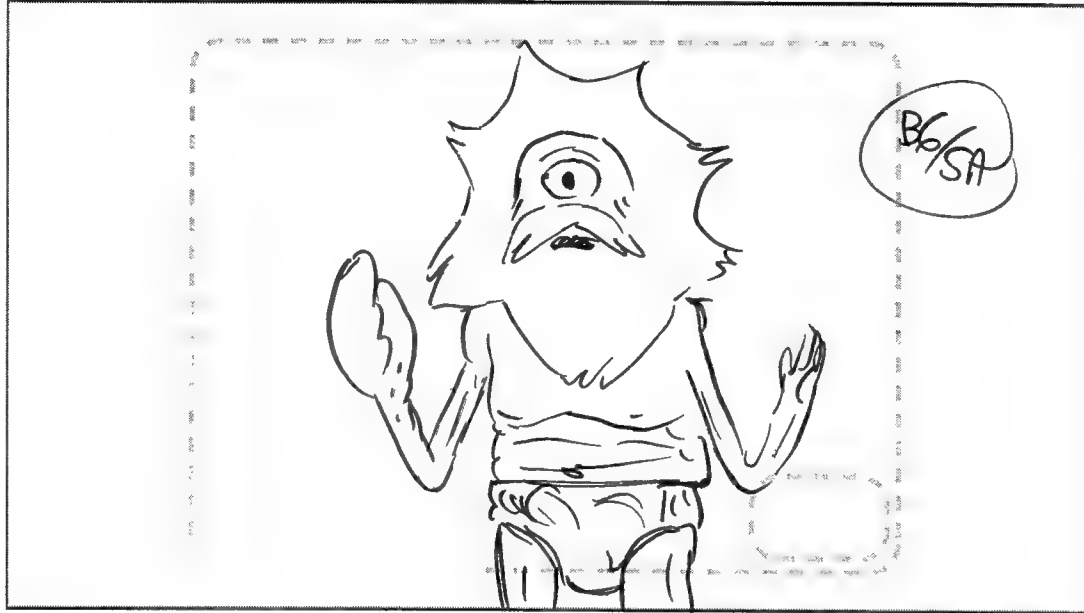
EPISODE #

1025-178

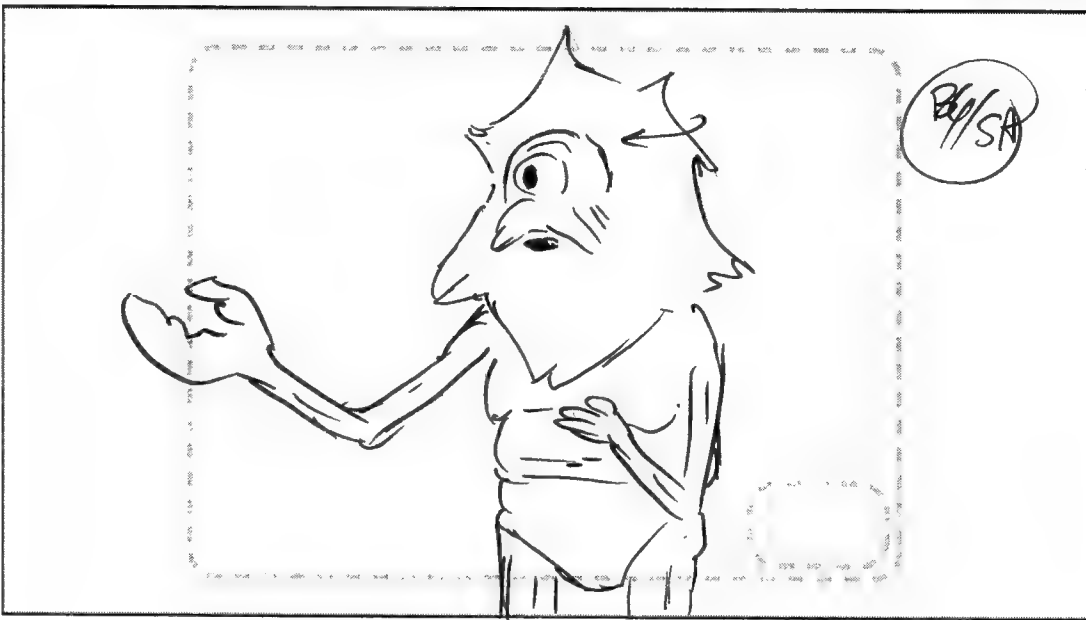
ADVENTURE TIME



Sc. 29 Pnl. C Bg. day night



Sc. 29 Pnl. D Bg. day night



Dialog: → but the elements we embody,

Action:

Timing:

① Fire, Ice,  
② candy and slime,

Production :

EPISODE #

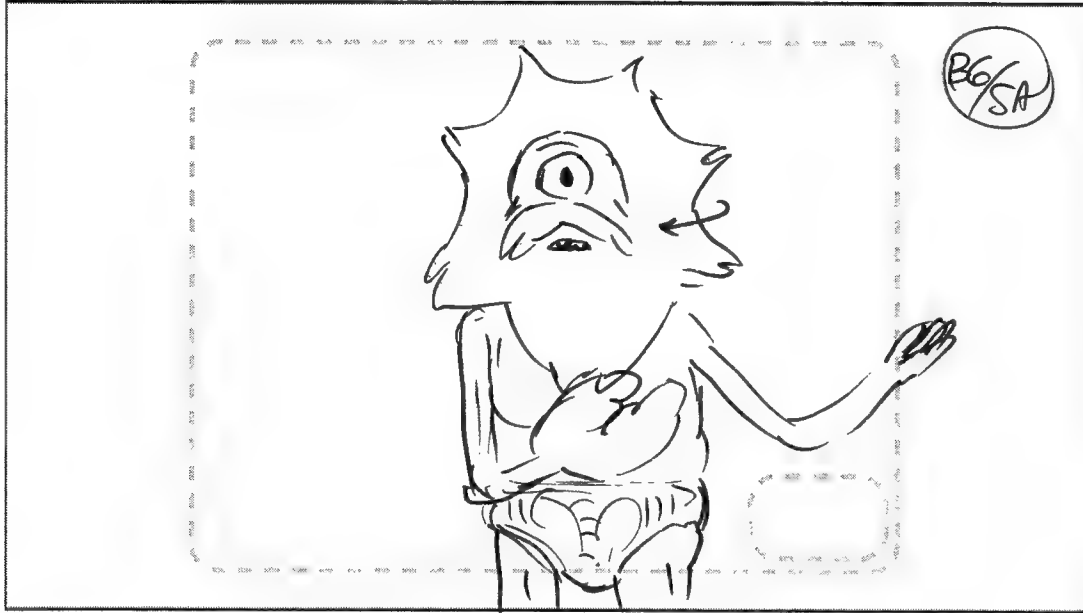
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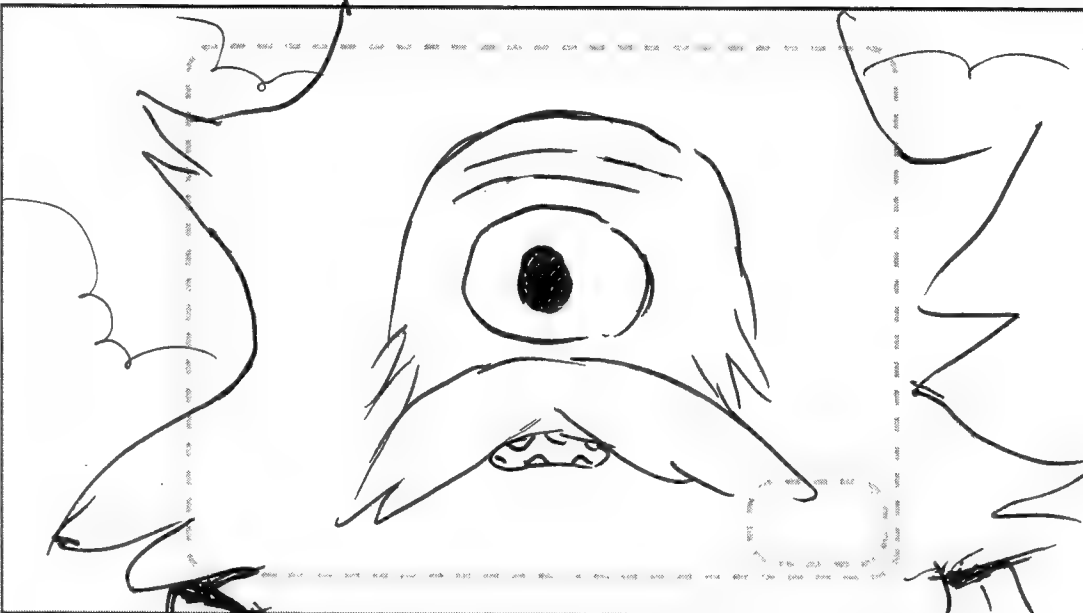
ADVENTURE TIME



Sc. 29 Pnl. E Bg. day night



Sc. 30 Pnl. A Bg. day night



Dialog:	(B) → will live on.	(B:) But a misplaced wish could cause irreversible damage to the very structure of existence!
Action:		
Timing:		

EPISODE #

Production :

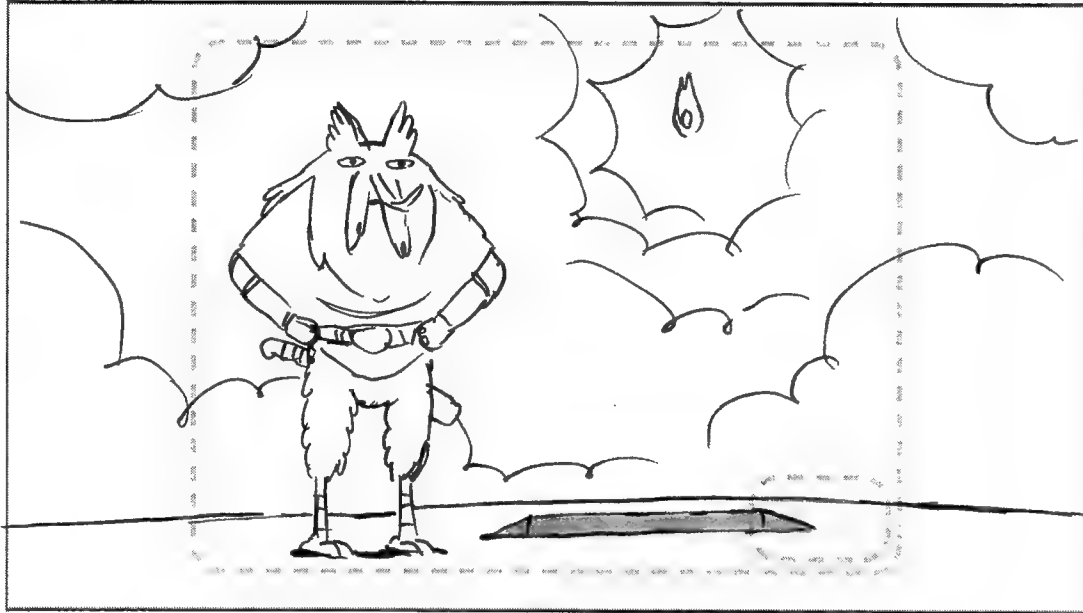
1025-178



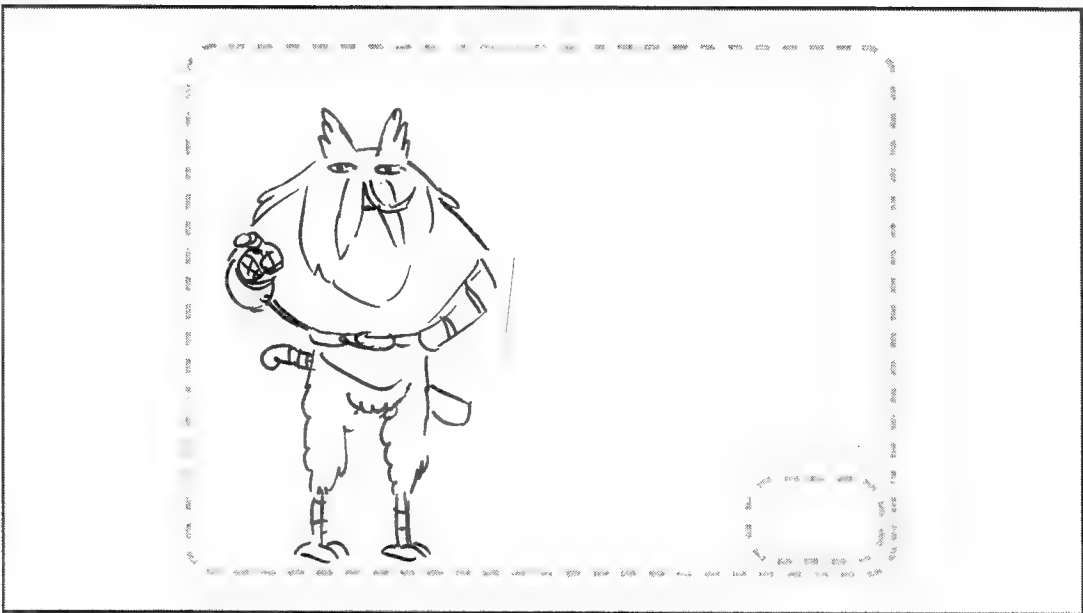
ADVENTURE TIME



Sc. 31 Pnl. 4 Bg. day night



Sc. 31 Pnl. B Bg. day night



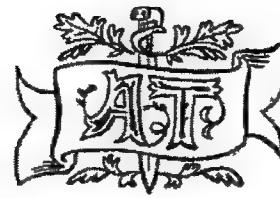
Dialog:	(E) Well that's just great.	(E) → What about you, Slimy-D?
Action:	-Evergreen points at Slimy-D.	
Timing:		

Production :

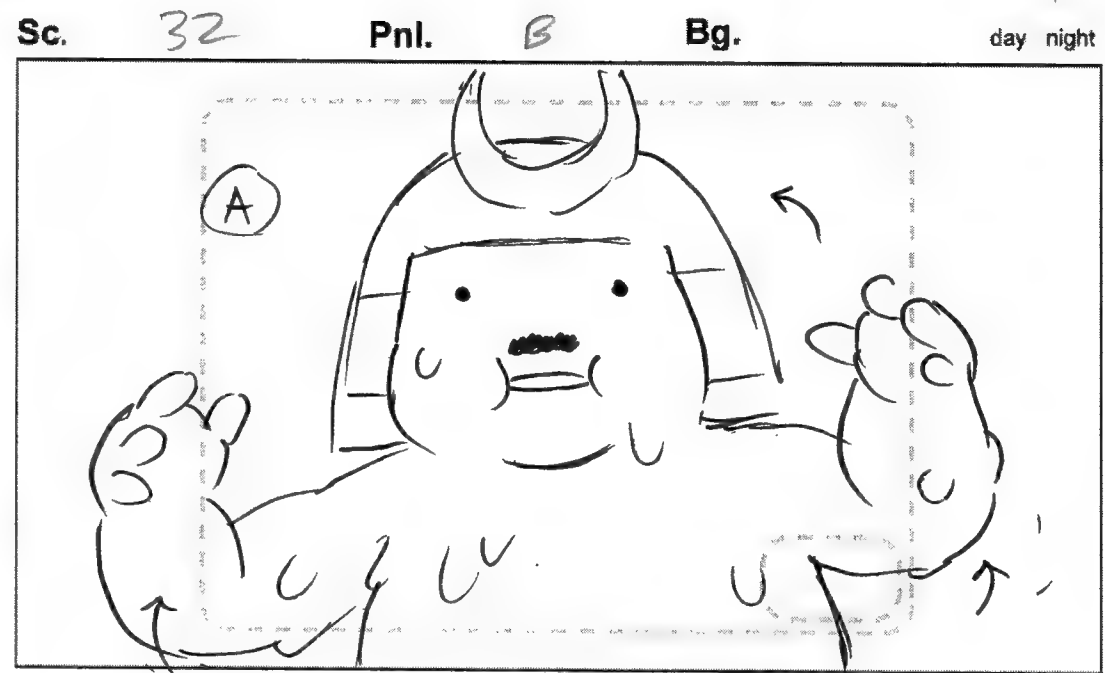
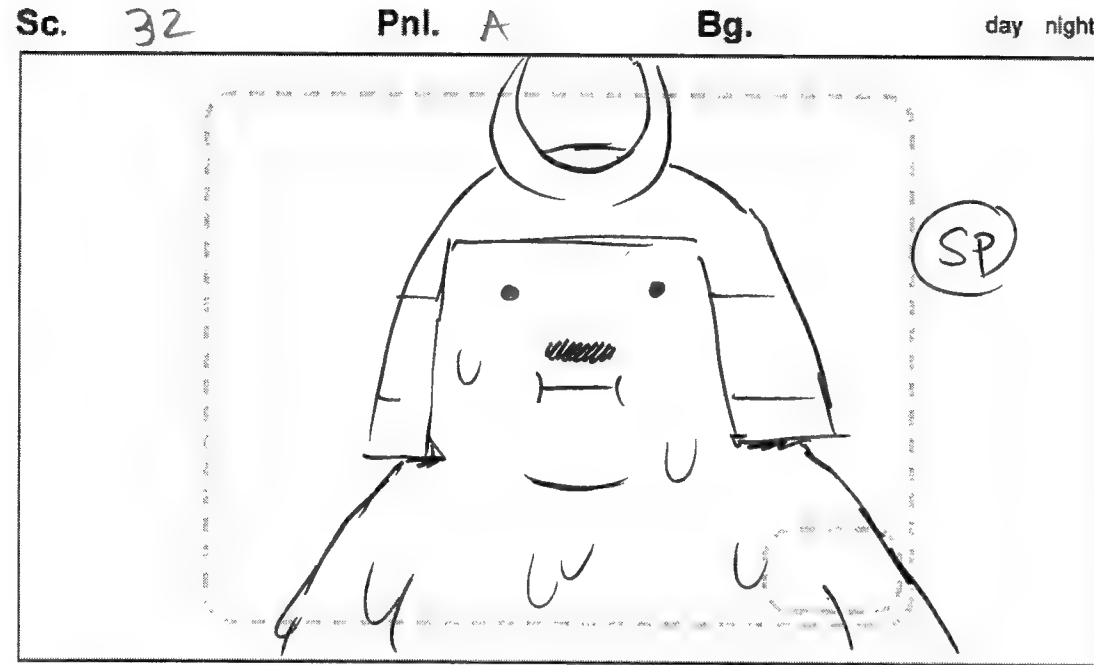
EPISODE #

1U25-178

# ADVENTURE TIME



Page 44  
day night



Dialog: SLIMY-D: (A) Yo, Yo -  
(B) my name's Slimy-D  
(A) and I'm here to-

Action: - Slimy-D starts rappin'

Timing:



EPISODE #

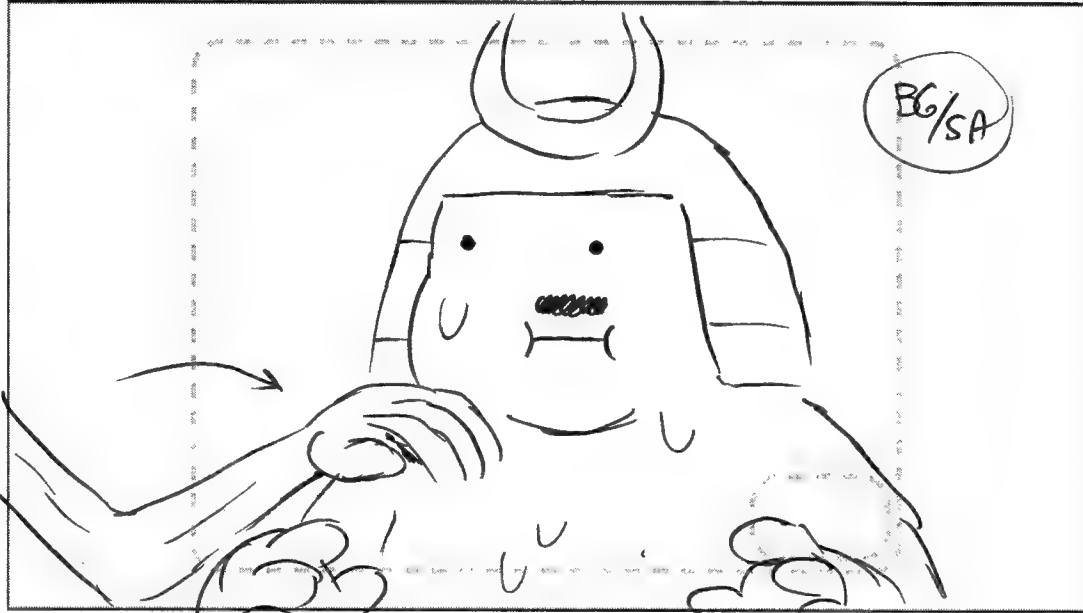
Production :

1025-178

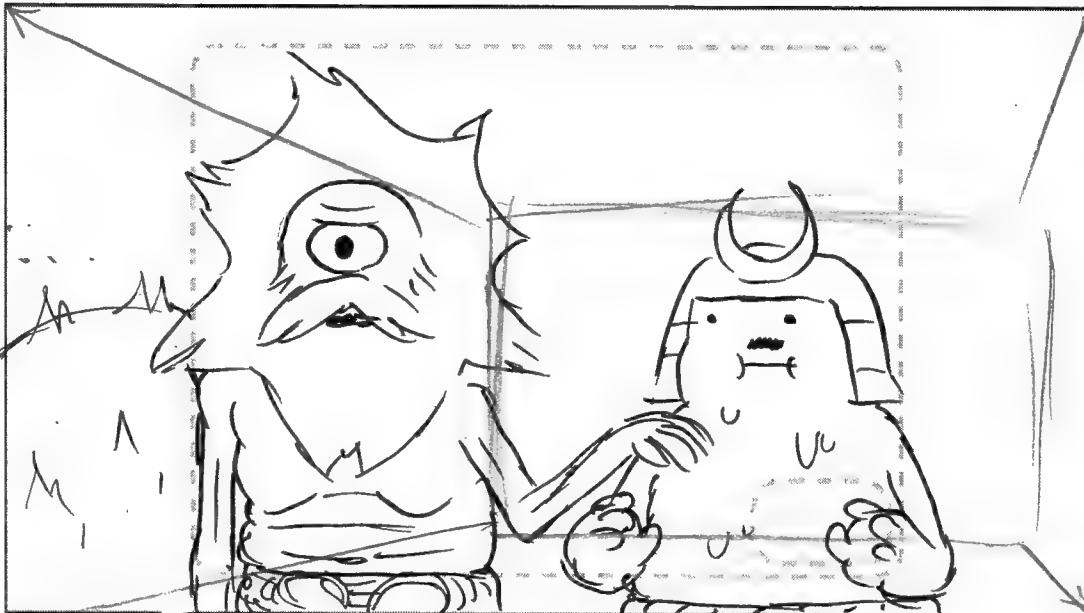
ADVENTURE TIME



Sc. 32 Pnl. C Bg. day night



Sc. 32 Pnl. D Bg. day night



Dialog:  
(65) BALTHUS: Slimy-D stands —————→ with us.

Action: -Slimy-D gets cut-off mid-rap by Balthus putting his hand on Slimy-D's shoulder.

Timing:

EPISODE #

Production :

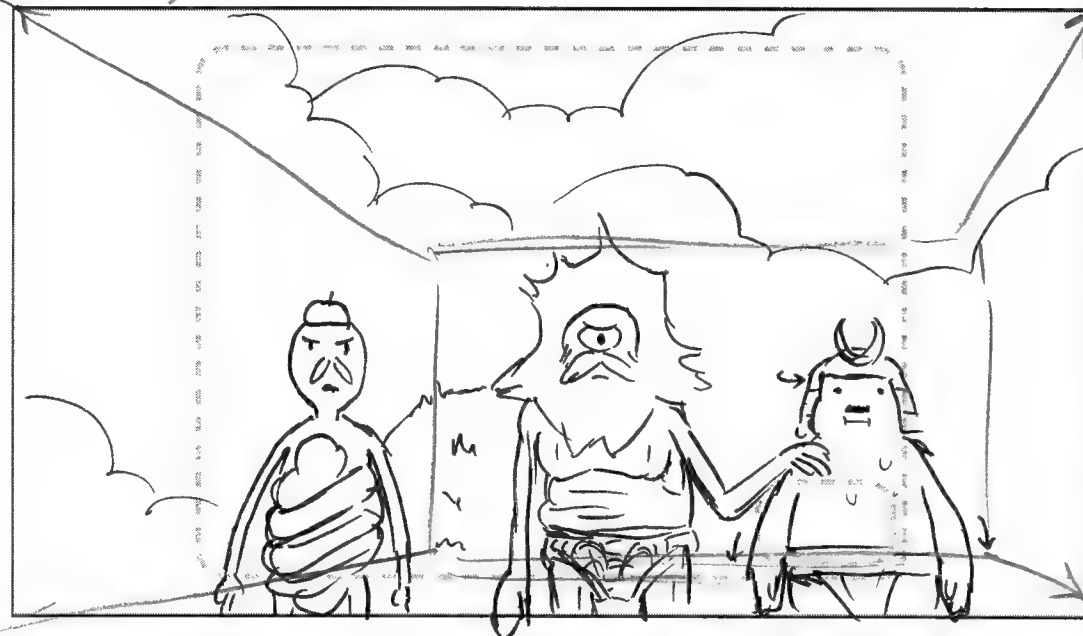
1025-178

# ADVENTURE TIME

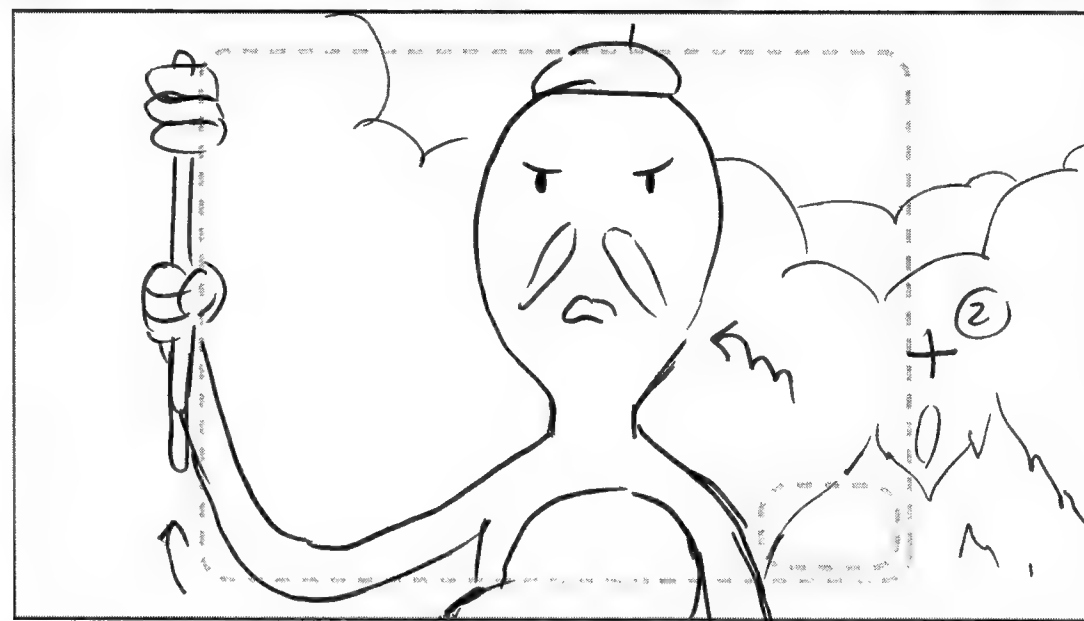


Page 46

Sc. 32 Pnl. E Bg. day night



Sc. 33 Pnl. A Bg. day night



Dialog: CHATS BERRY: We reject your plan  
Urgence Evergreen, →

→ the vote is three to one.

Action: Chatsberry starts speaking before truck-out

Timing:



EPISODE #

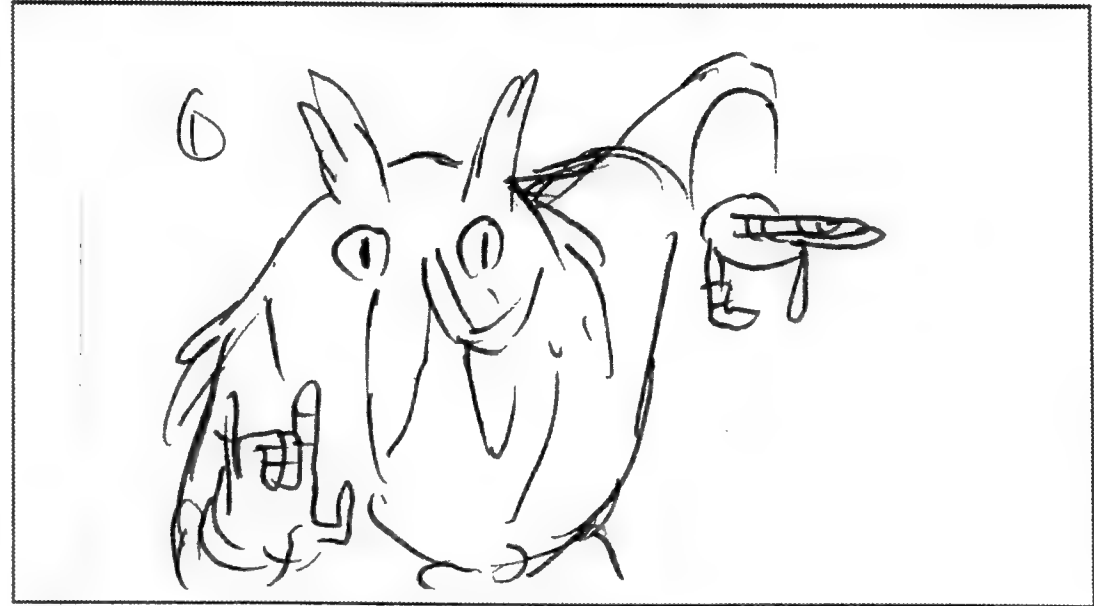
Production :

1025-178

Sc. 34 Pnl. A Bg. day night



Sc. 34 Pnl. B Bg. day night



Dialog:

(E) Very well then -  
You leave me NO  
choice.

Action:

Timing:

- Evergreen casts an Ice Spell by  
performing magical gestures.

EPISODE #

1025-178

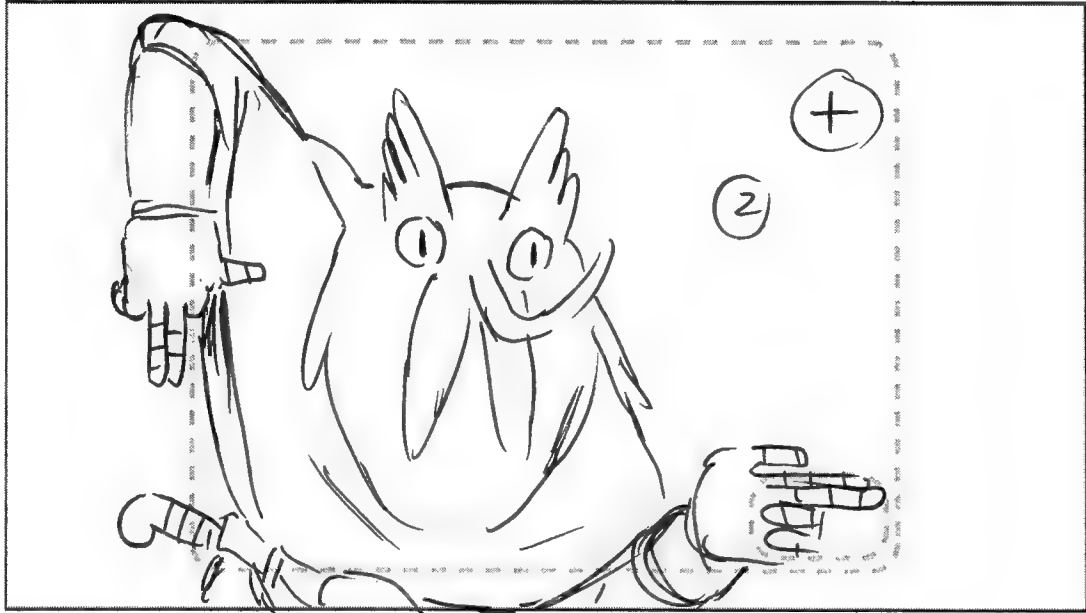
Production :

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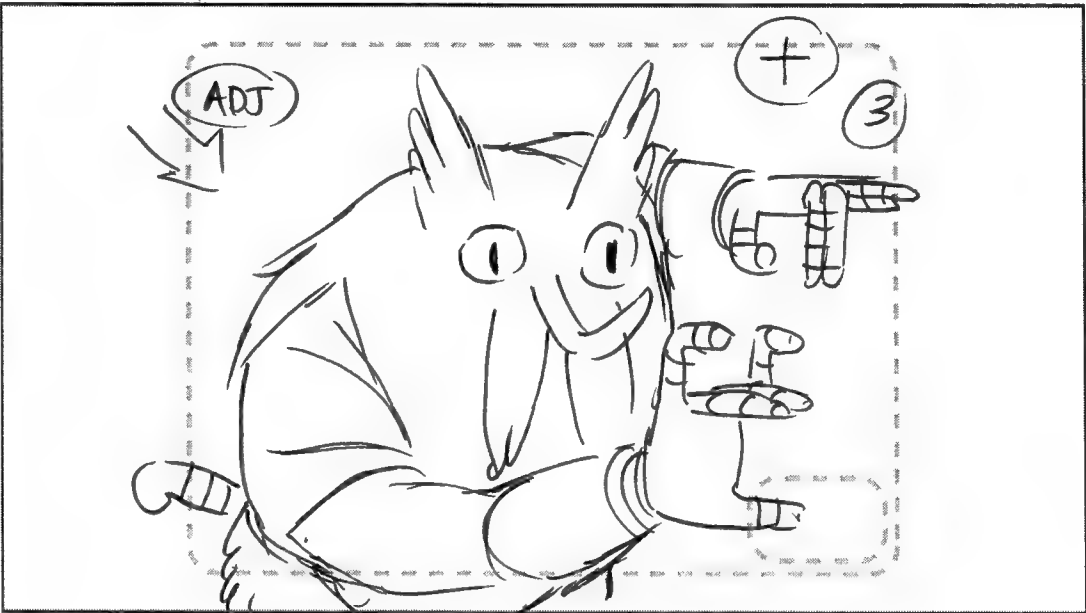
ADVENTURE TIME



Sc. 34 Pnl. C Bg. day night



Sc. 34 Pnl. D Bg. day night



Dialog:
Action:
Timing:

EPISODE #

Production :

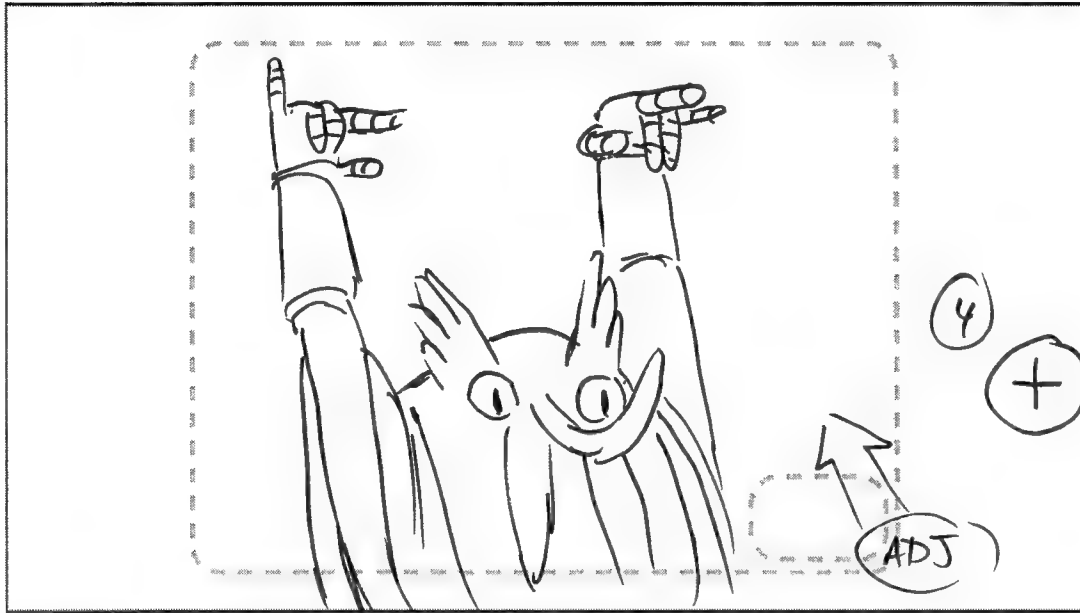
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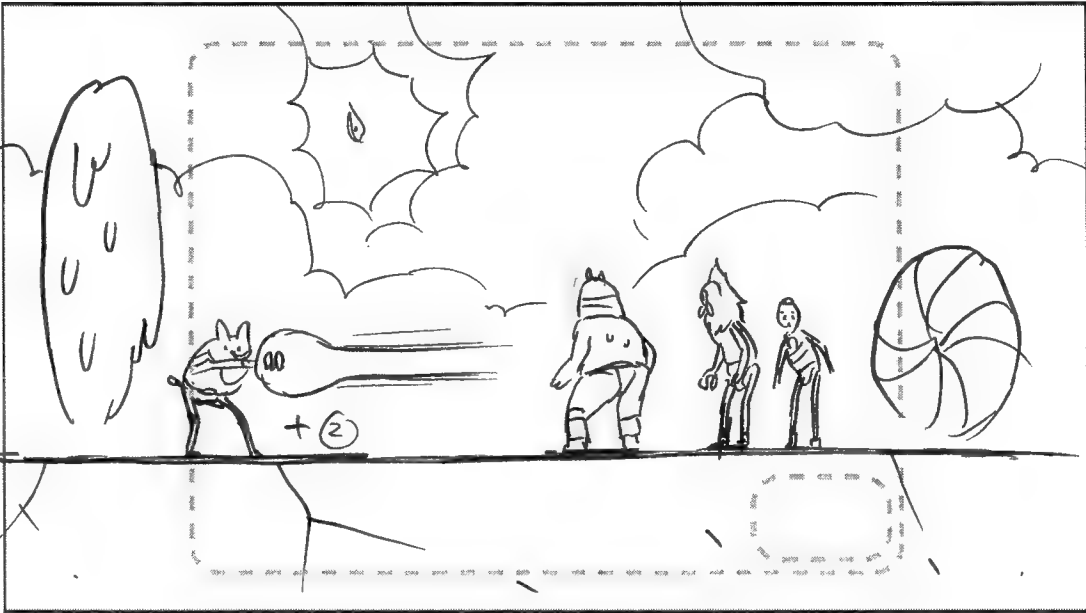
ADVENTURE TIME

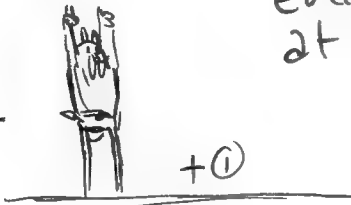


Sc. 34 Pnl. E Bg. day night



Sc. 35 Pnl. A Bg. day night



Dialog:	SFX: ZAP!
Action:	-Evergreen shoots an ice beam at Sling-D
Timing:	

EPISODE #

Production :

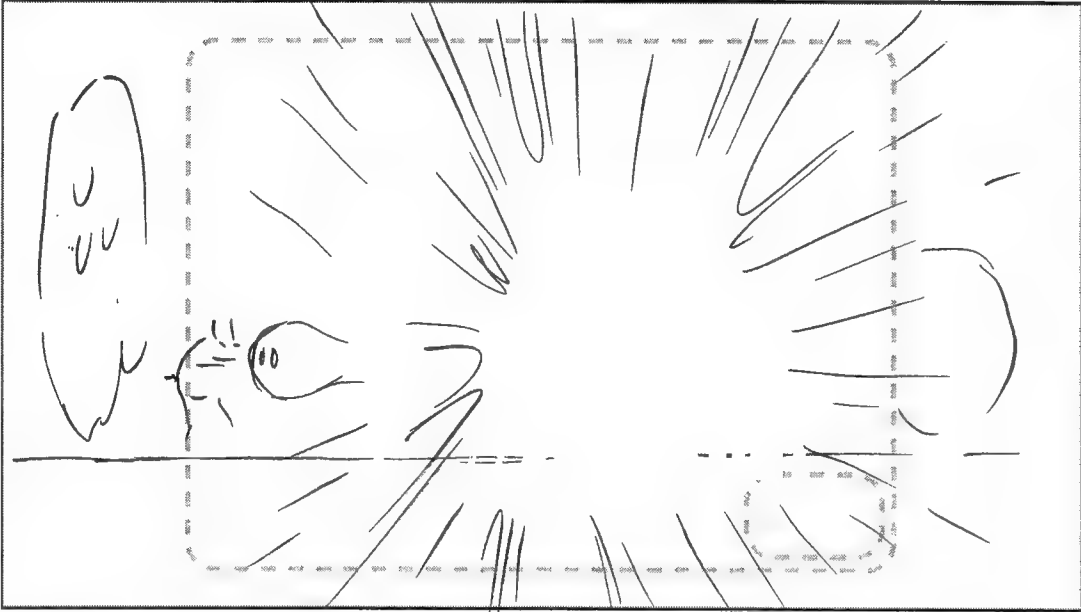
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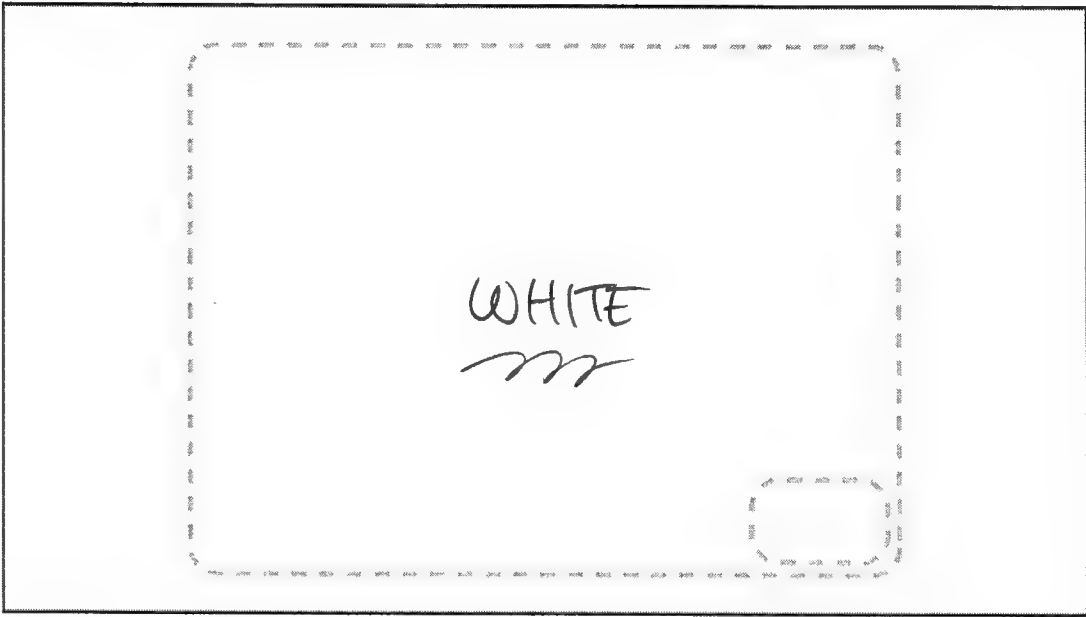
ADVENTURE TIME



Sc. 35 Pnl. B Bg. day night



Sc. 35 Pnl. C Bg. day night



Dialog:
Action: - Ice berm hits Slimy-D and fills the screen with white ice energy
Timing:

Production :

EPISODE #

1025-178

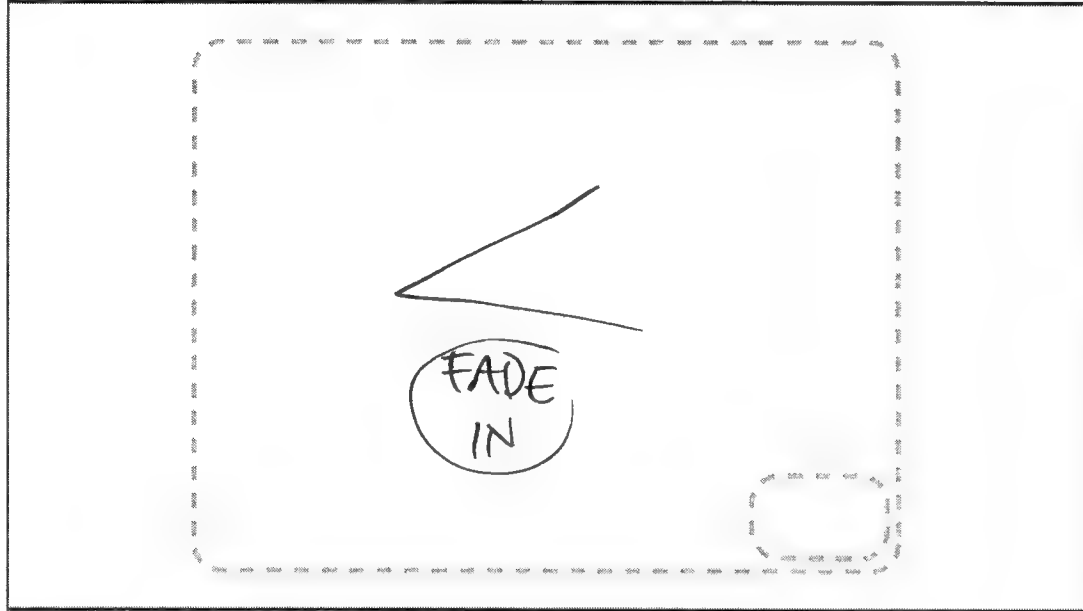


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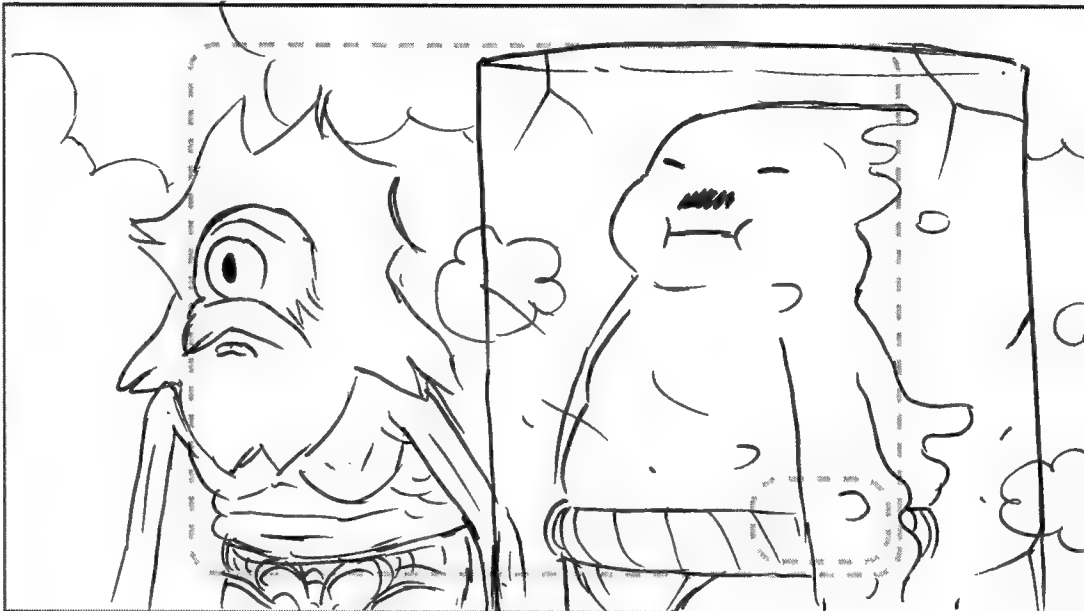
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 36 Pnl. A Bg. day night



Dialog:	
Action:	- mist clears away.
Timing:	

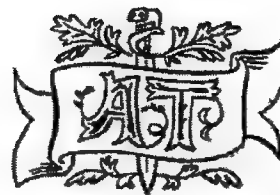
Production :

EPISODE #

1025-178

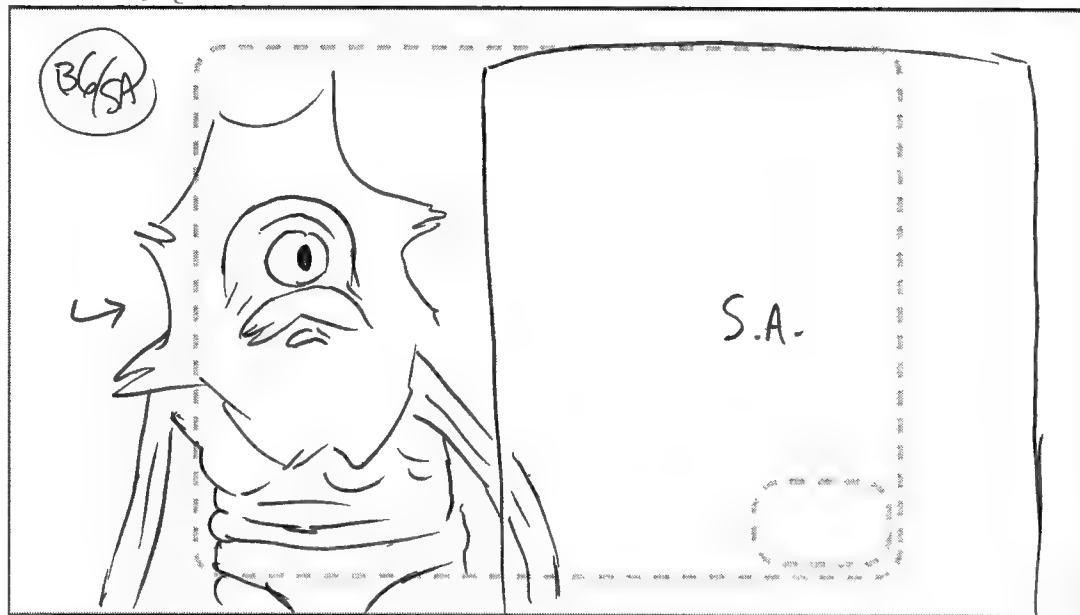
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# ADVENTURE TIME



Page 52

Sc. 36 Pnl. B Bg. day night



Sc. 36 Pnl. C Bg. day night



Dialog:	SFX: ZAP!
Action:	- Balthus is hit by an offscreen ice beam
Timing:	

Production :

EPISODE #

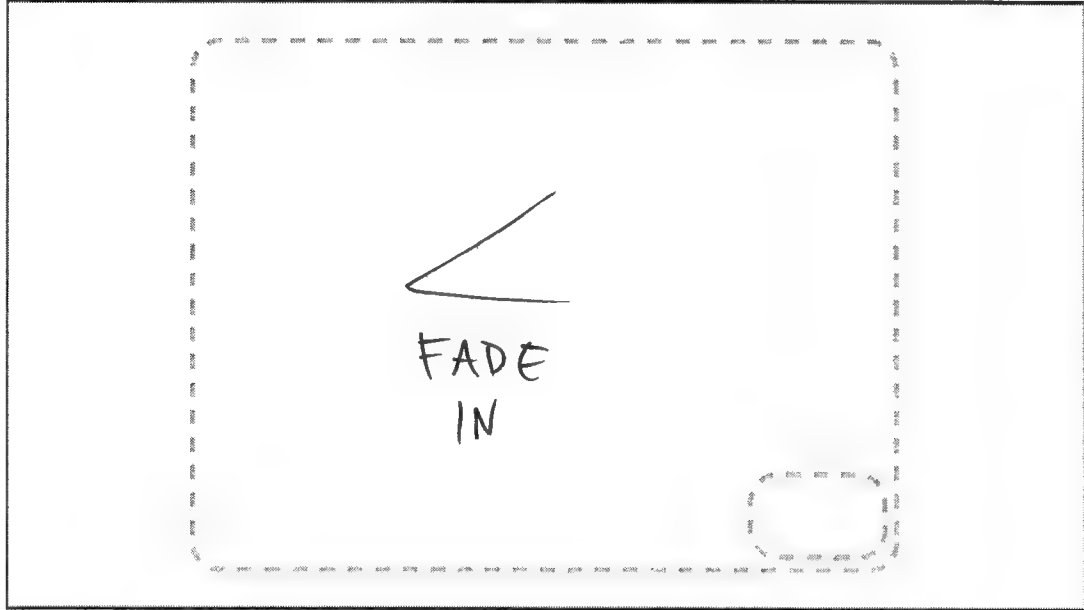
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# ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 36 Pnl. D Bg. day night



Dialog:
Action: - mist clears
Timing:

EPISODE #

Production :

1025-178

## ADVENTURE TIME



Page 54

Sc. 37 Pnl. A Bg. day night

1

Sc. Pnl. B Bg. day night

OUT IN BG/SA 2 1N

**Dialog:**

SFX: ffff<sub>2</sub> rrrrr rr rrr r rrrt<sub>2</sub> →

**Action:**

- jelly bean ~~blast~~ beam blasts evergreen's face.

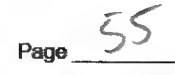
**Timing:**

**Production :**

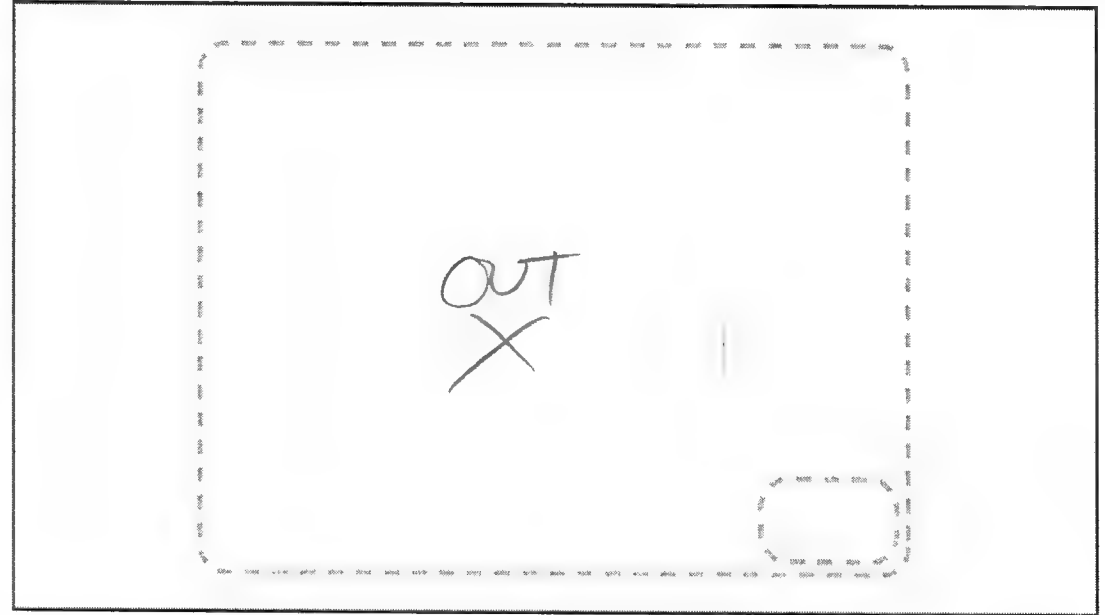
**EPISODE**

1025-178

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Sc.	Pnl.	Bg.	day	night
-----	------	-----	-----	-------



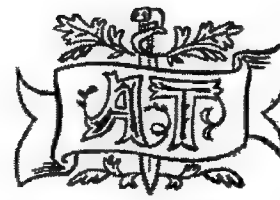
Action: - Evergreen retreats slowly, as  
chatsberry blasts him with



**Production :**

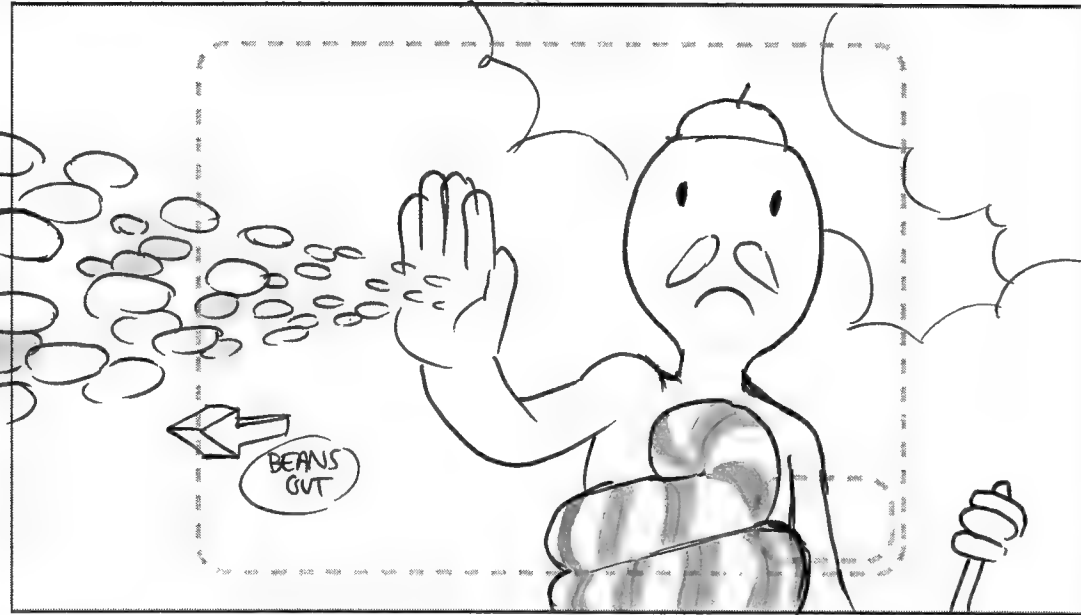
1025-178

# ADVENTURE TIME

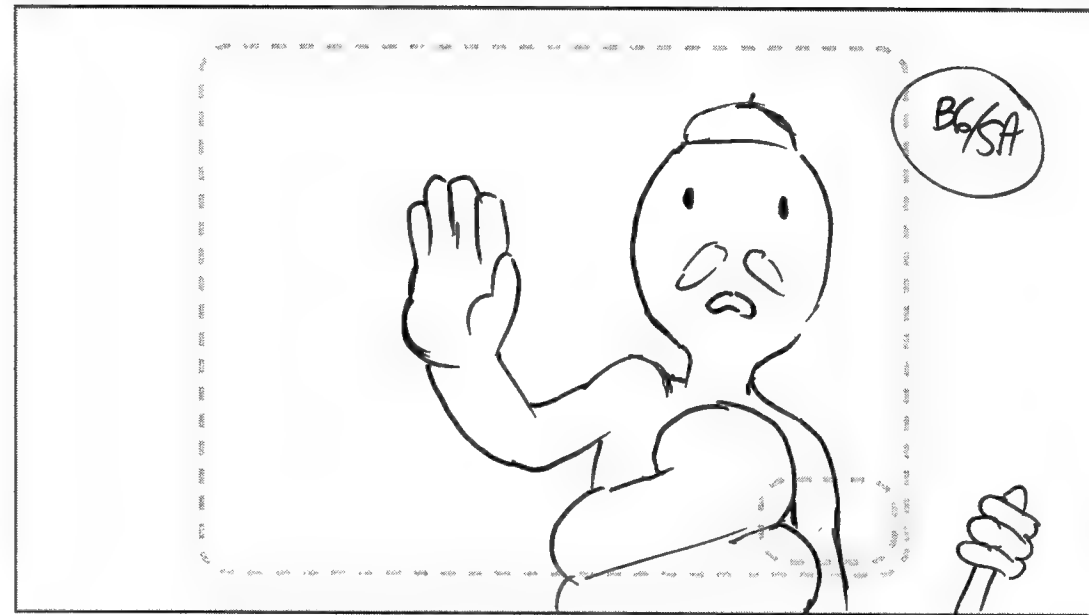


Page 56

Sc. 39 Pnl. A Bg. day night



Sc. 39 Pnl. B Bg. day night



Dialog:

→ frrrrrrr+ttt.

CHATS BERRY: urgence stop!

Action: - Chatsberry blasts a jelly-bean beam from his palm in bursts between words.

Timing:

EPISODE #

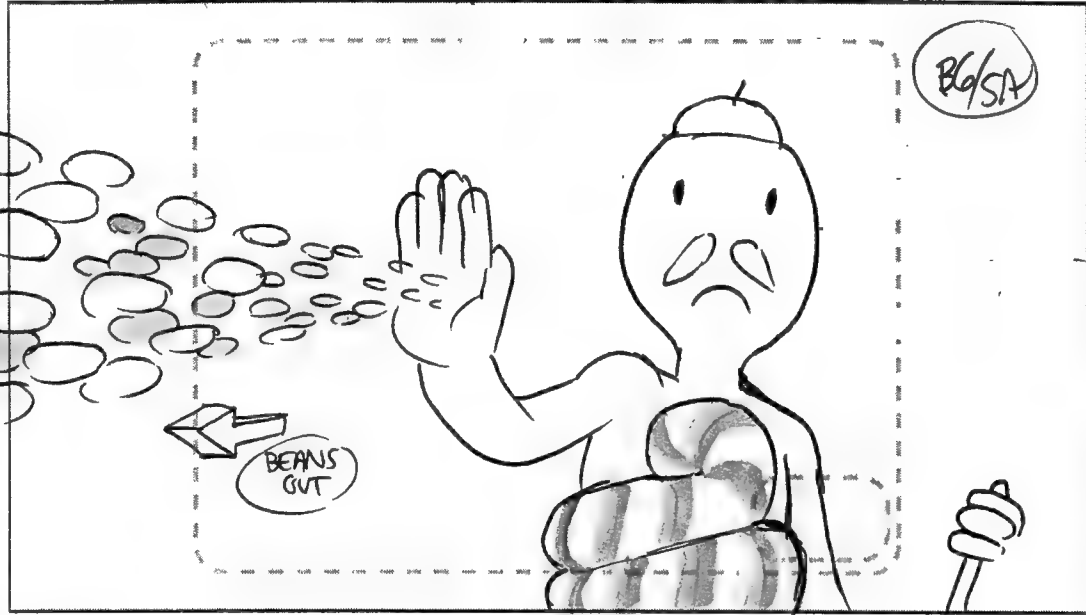
1025-178

Production :

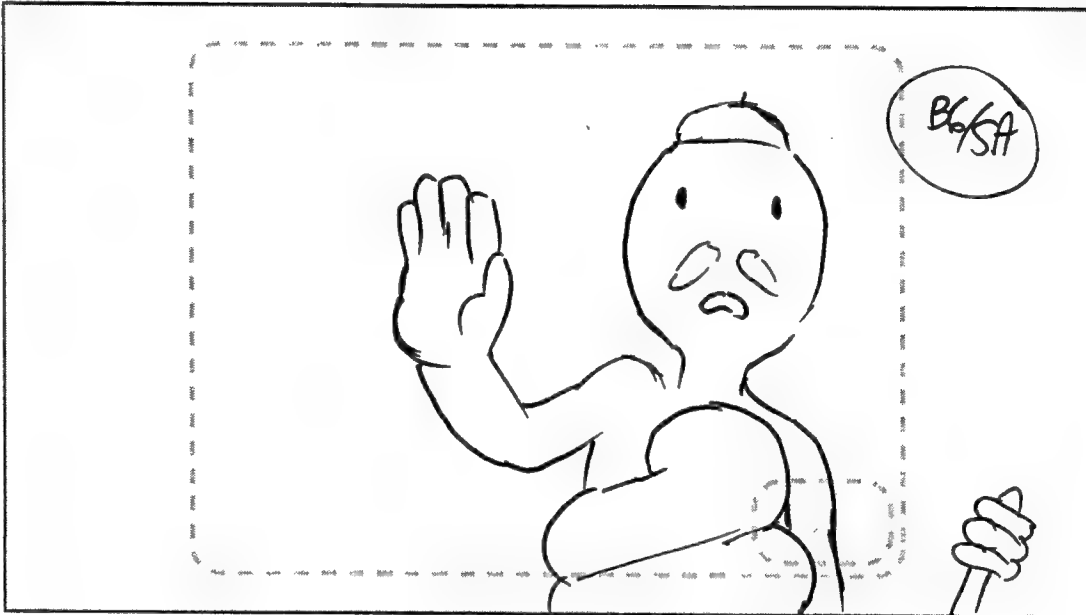
ADVENTURE TIME



Sc. 39 Pnl. C Bg. day night



Sc. 39 Pnl. D Bg. day night



Dialog:	SFX: frrrrt.	(C) You'll doom us -
Action:		
Timing:		

EPISODE #

1025-178

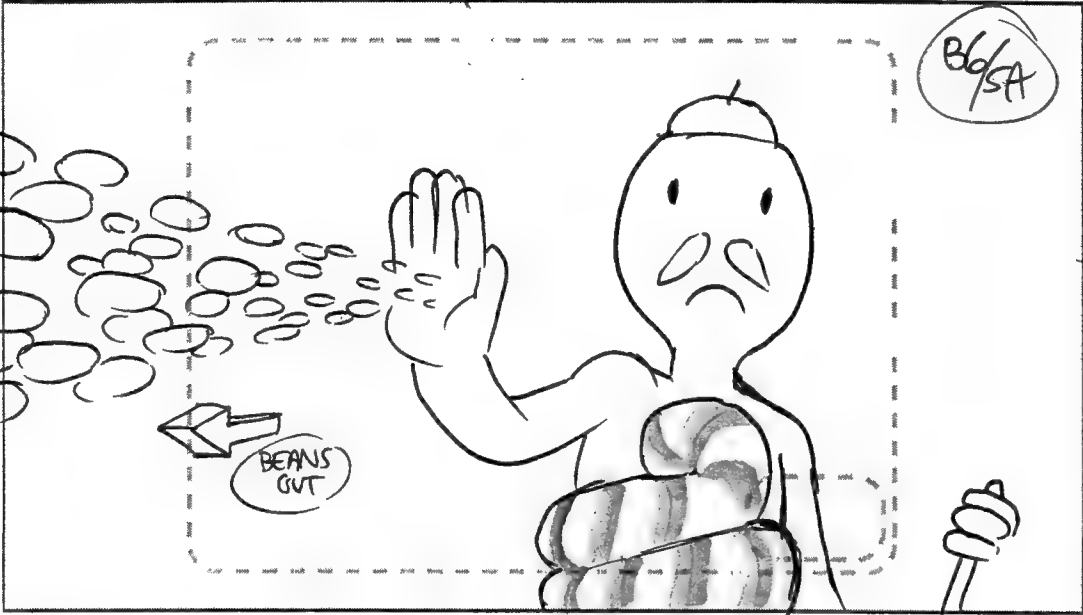
Production :

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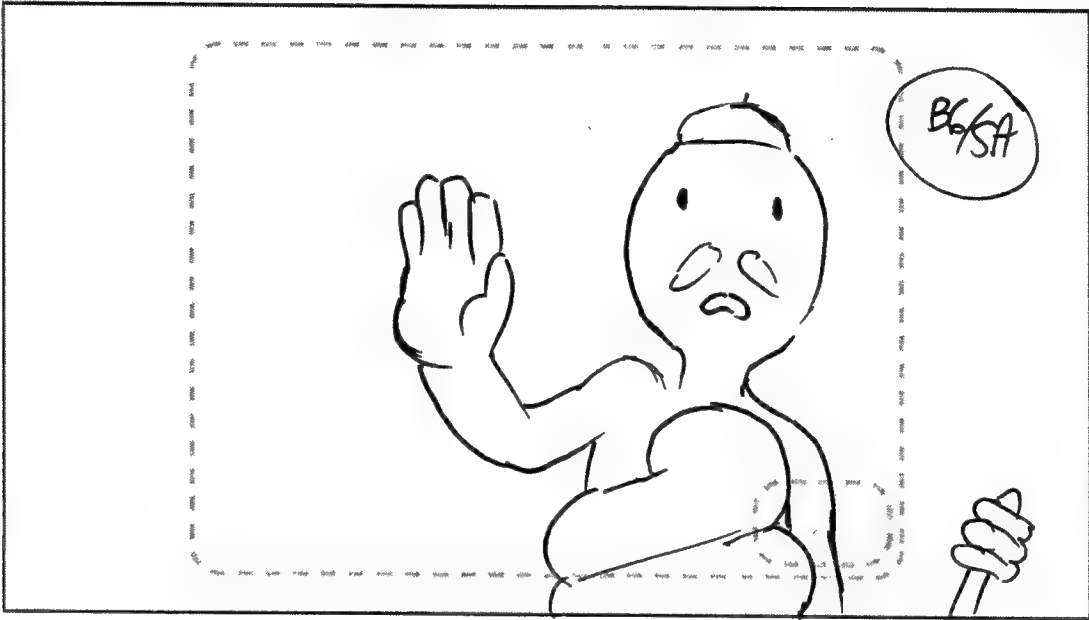
ADVENTURE TIME



Sc. 39 Pnl. E Bg. day night



Sc. 39 Pnl. F Bg. day night



Dialog:	SFX: faarrrrt.	(C:) all.
Action:		
Timing:		

EPISODE #

1025-178

Production :



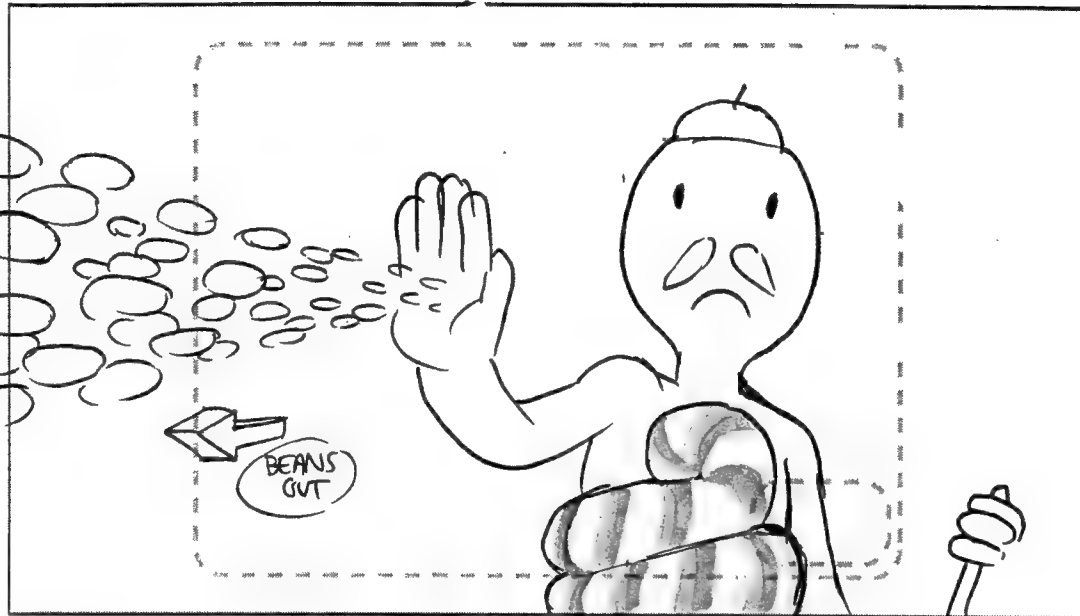
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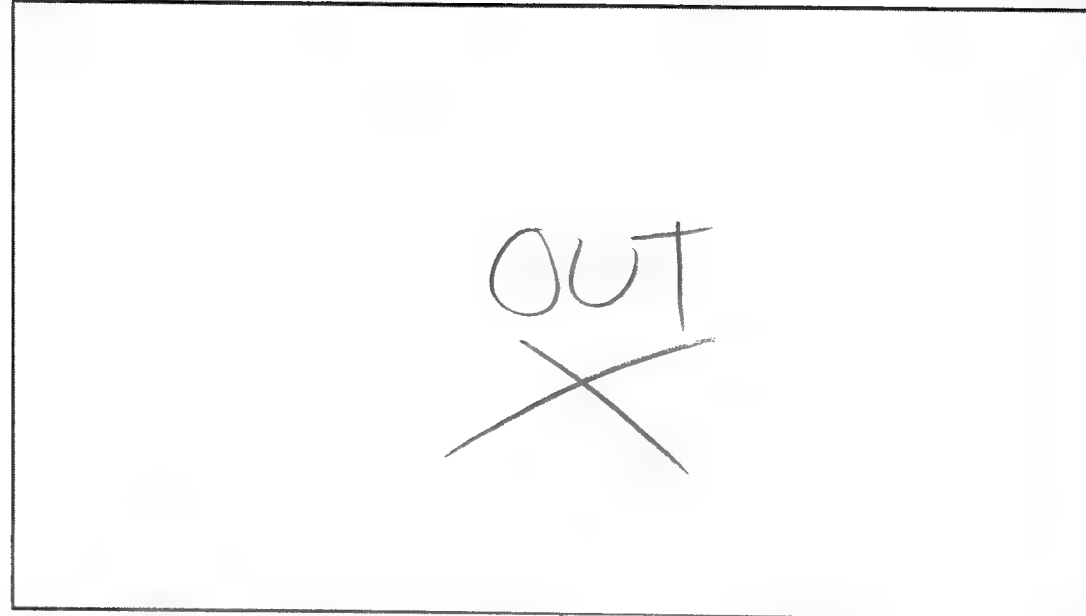


Page 59

Sc. 39 Pnl. G Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(SFX:) frt.

Action:

Timing:

EPISODE #

Production :

1025-178

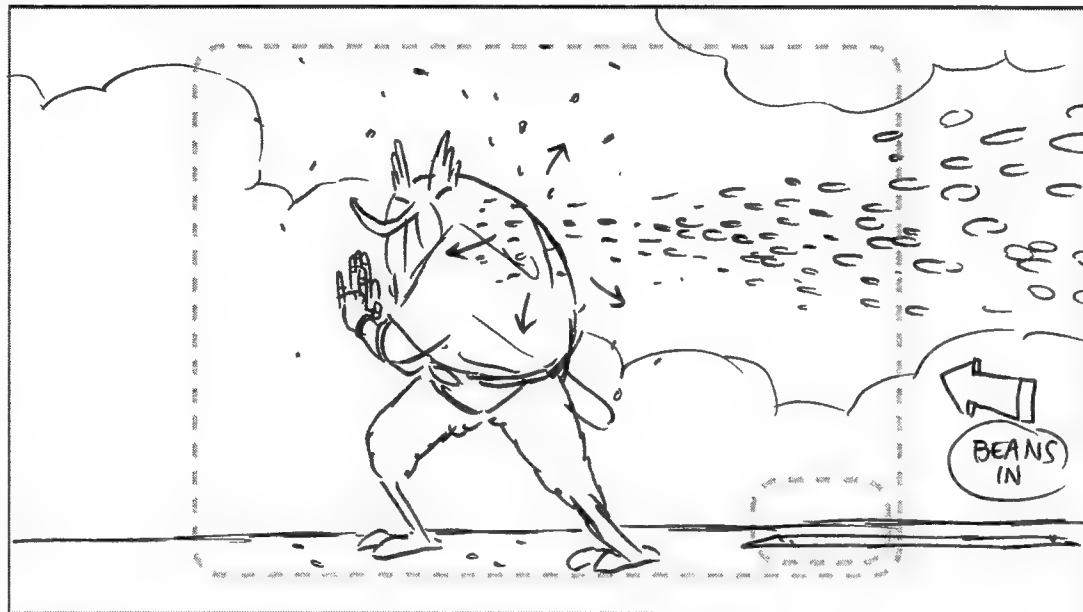
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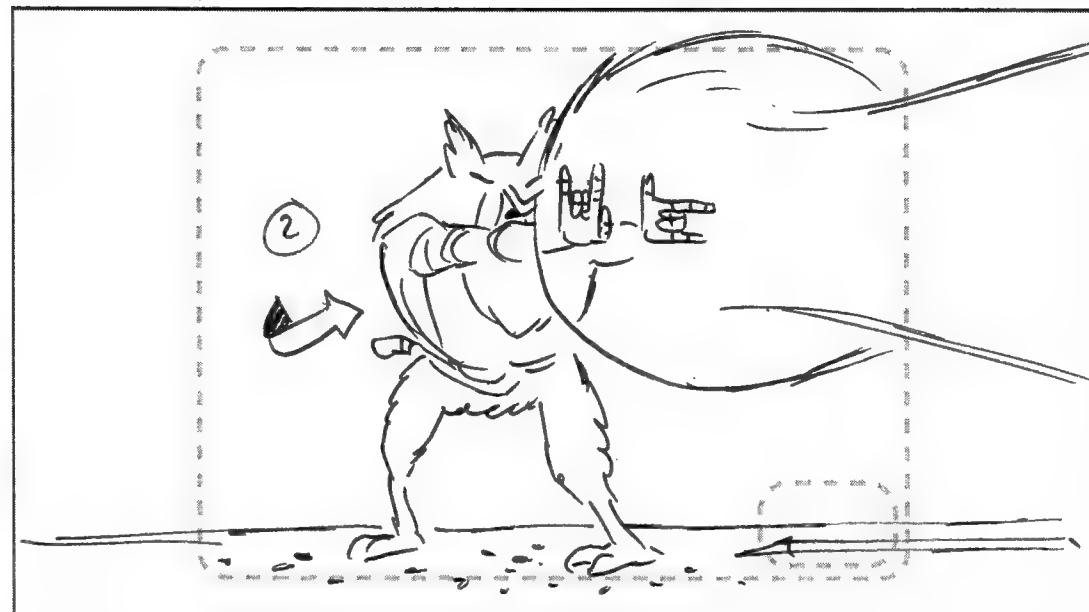


Page 60

Sc. 40 Pnl. A Bg. day night



Sc. 40 Pnl. B Bg. day night



Dialog:

Action: - jelly beans beam bounces off Evergreen

Timing:

(E:) INGRATE!

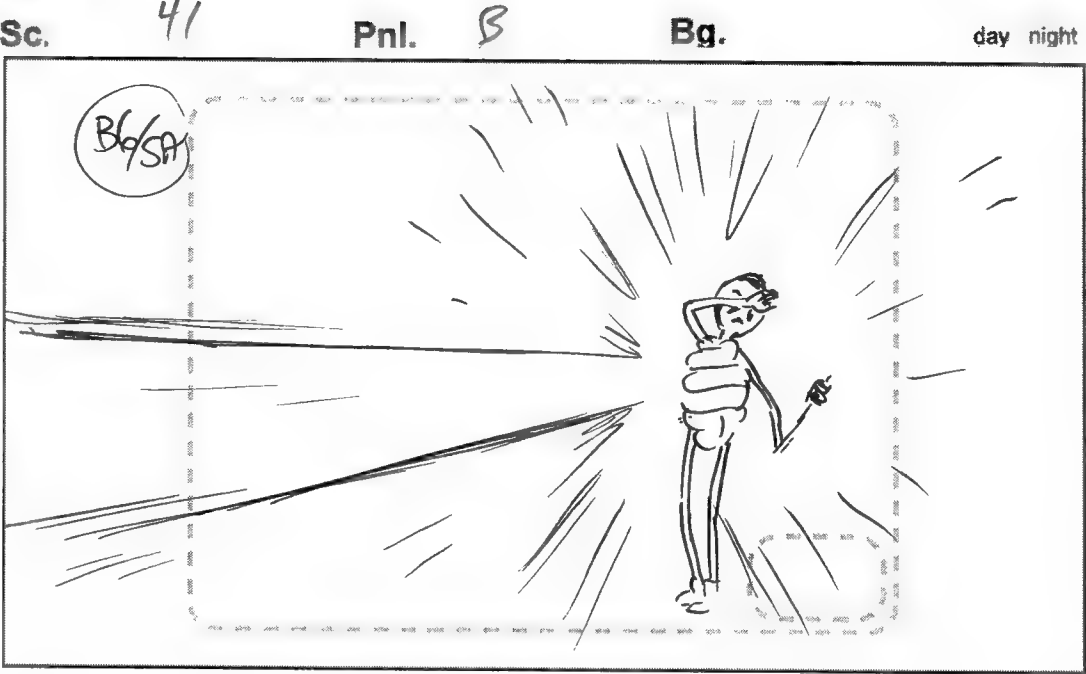
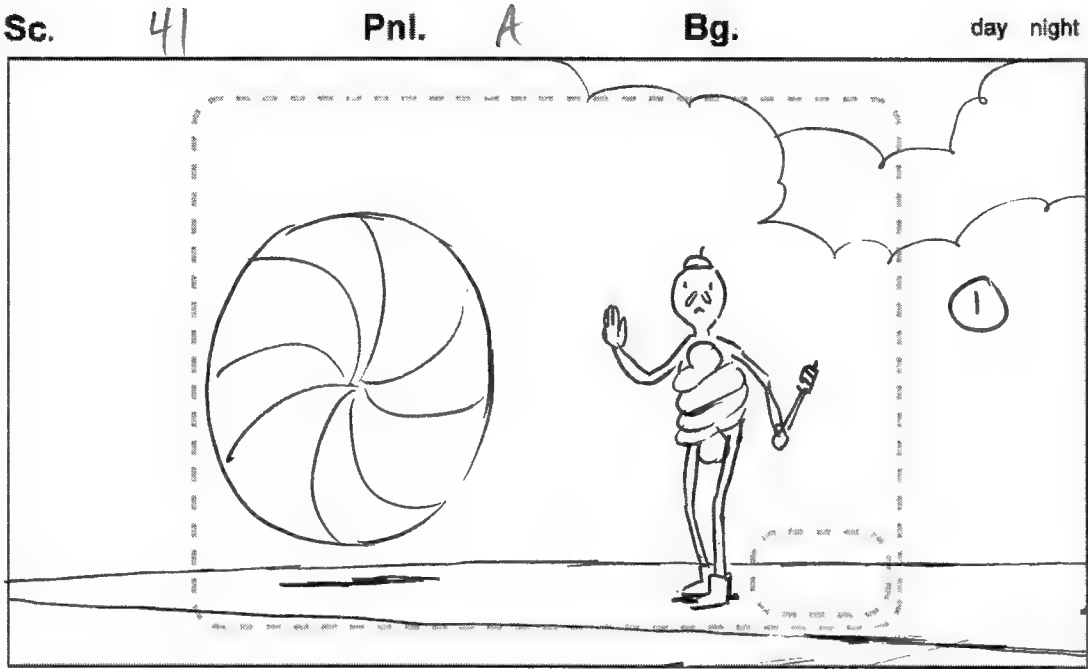
SFX: ZAP!

- Evergreen shoots ice beam



EPISODE #  
1025-178

ADVENTURE TIME



Dialog:	
Action:	- Chatsberry is frozen by ice-beam.
Timing:	

EPISODE # 1025-178  
Production :

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ADVENTURE TIME



Sc. 41 Pnl. C Bg. day night

Sc. 41 Pnl. D Bg. day night

Dialog:

Action: - mist clears.

Timing:

EPISODE # 1025-178  
Production :

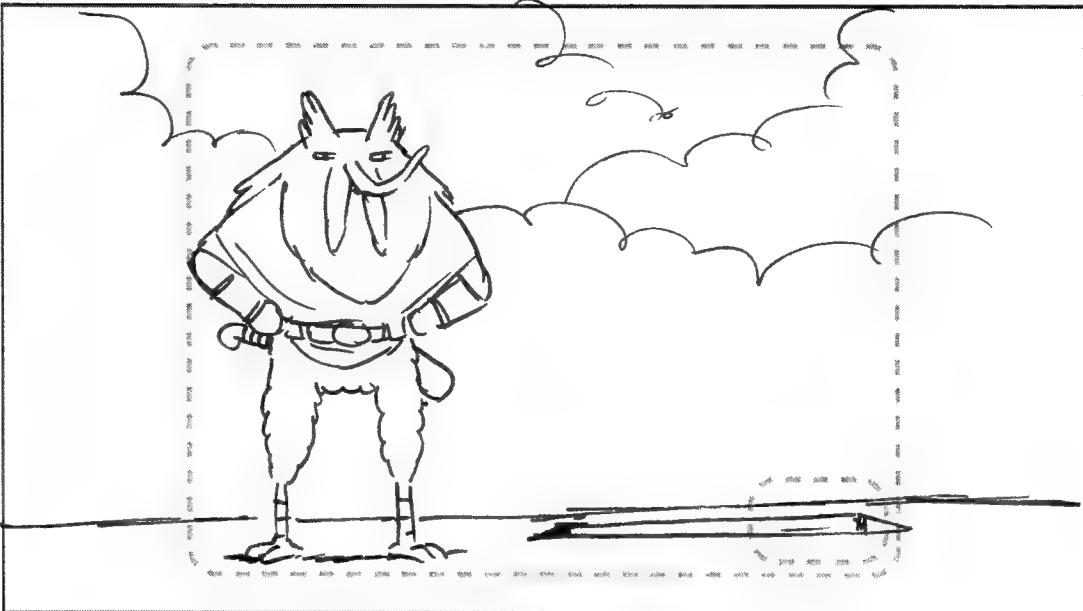
ADVENTURE TIME



Sc. 42 Pnl. A Bg. day night



Sc. 43 Pnl. A Bg. day night



Dialog:	(E:) Doom you to <u>NO</u> doom maybe.	(E:) Gunther!
Action:		
Timing:		

Production :

EPISODE #

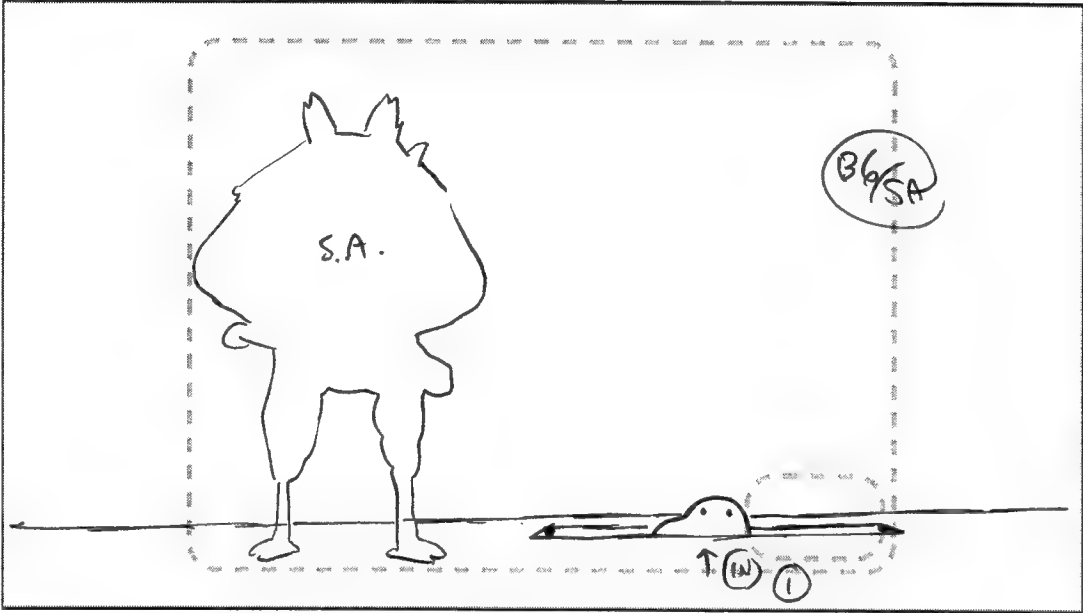
1025-178

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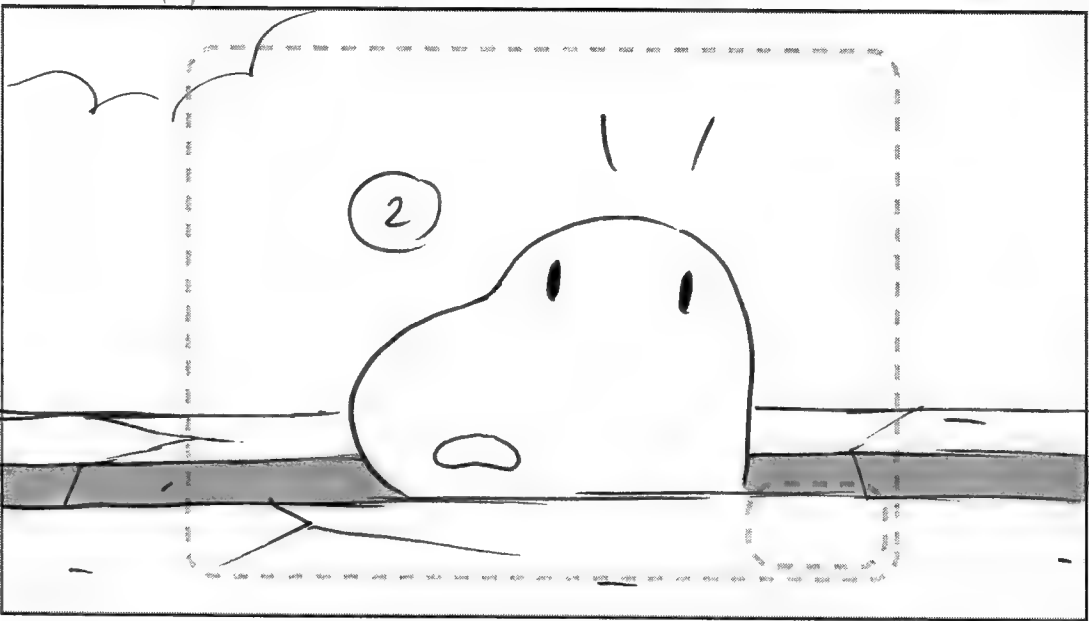
ADVENTURE TIME



Sc. 43 Pnl. B Bg. day night



Sc. 44 Pnl. A Bg. day night



Dialog: (E): (2): Pack my things Gunther. We ride forthwith for Mt. Magwood.

(EVERGREEN) (OS): (1) You get to watch me save the world (2)

Action: - Gunther rises up from stairwell.

Timing:



Production :

EPISODE #

1025-178

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 44 Pnl. B Bg. day night

Dialog:	- BEAT -
Action:	- sparkle lines animate - hearts animate ?
Timing:	

Production :

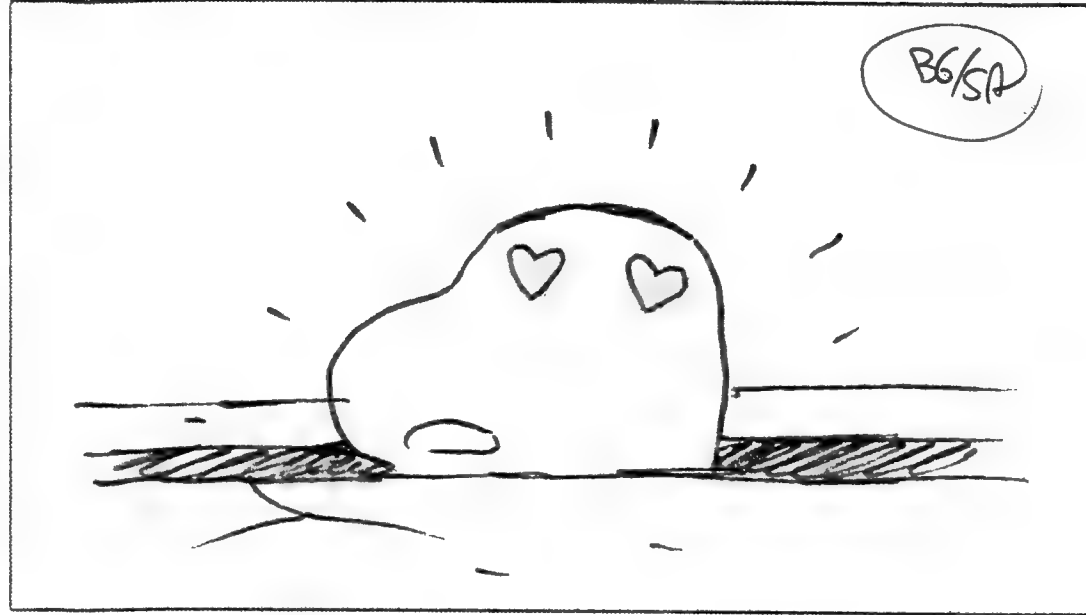
EPISODE #

1025-178

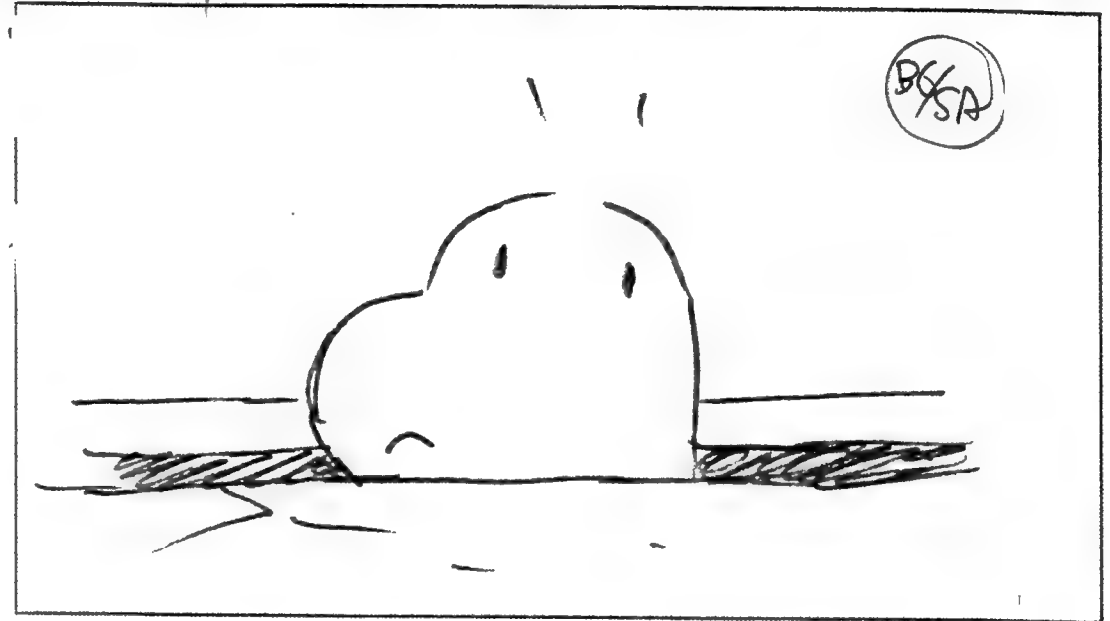
# ADVENTURE TIME



Sc. 44 Pnl. C Bg. day night



Sc. 44 Pnl. D Bg. day night



Dialog:

- EXTRA BEAT -

(E)(GS)

GUNTER!

Action:

Timing:

EPISODE #

1025-178

Production :

66

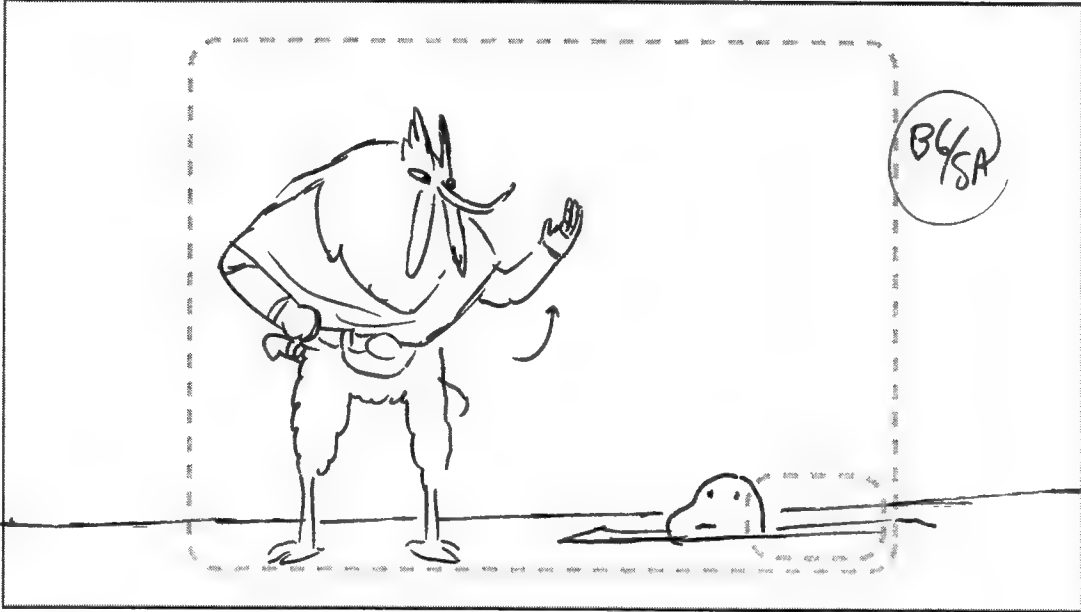


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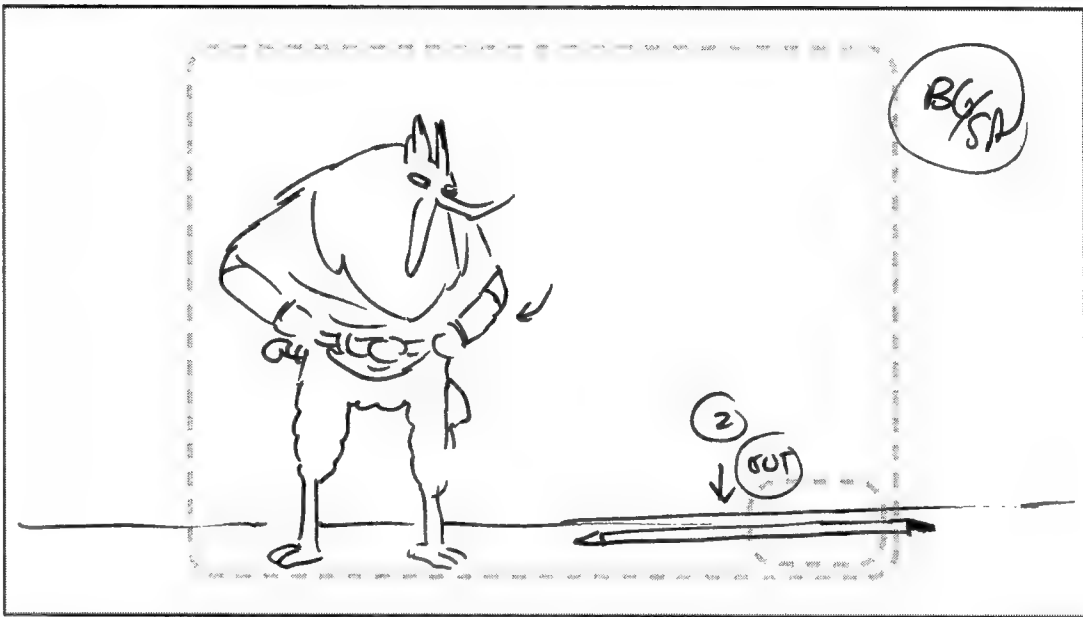
ADVENTURE TIME



Sc. 45 Pnl. A Bg. day night



Sc. 45 Pnl. B Bg. day night



Dialog: (E:) C'mon Gunter, get your head in the game.

(Gunter: ①) sorry Master Evergreen.

Action:

Timing:



EPISODE #

Production :

1025-178

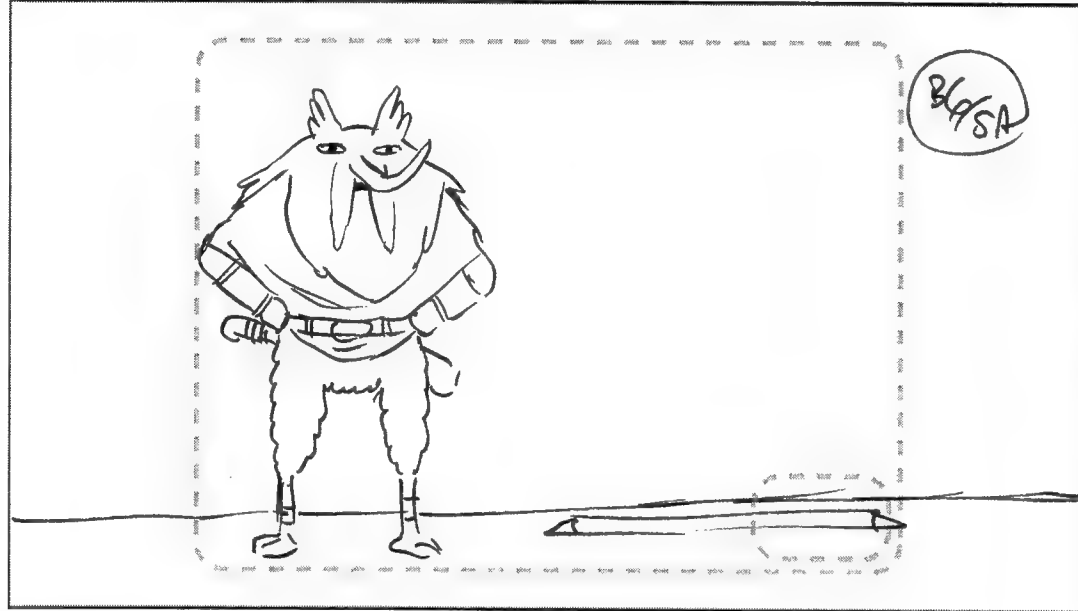
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# ADVENTURE TIME

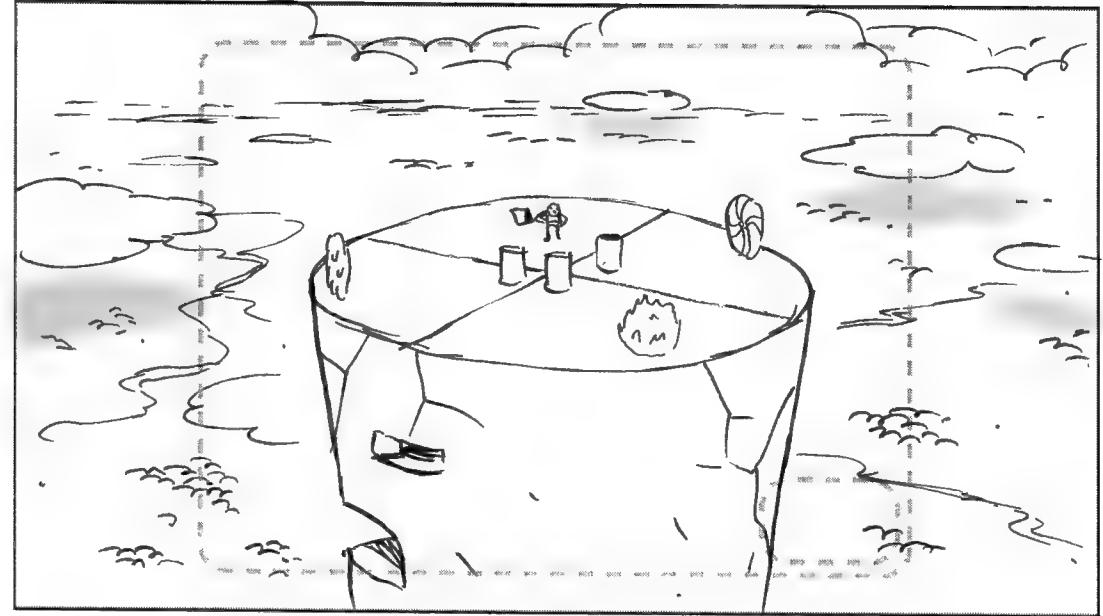


Page 68

Sc. 45 Pnl. C Bg. day night



Sc. 46 Pnl. A Bg. day night



Dialog:

(E:) And he expects me to teach him the ways of magic?

(E:) As if.

Action:

Timing:

EPISODE #

1025-178

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night
<div>WIPE oooo</div>				

Sc.	Pnl.	Bg.	day	night
<div>OUT X</div>				

Dialog:
Action:
Timing:

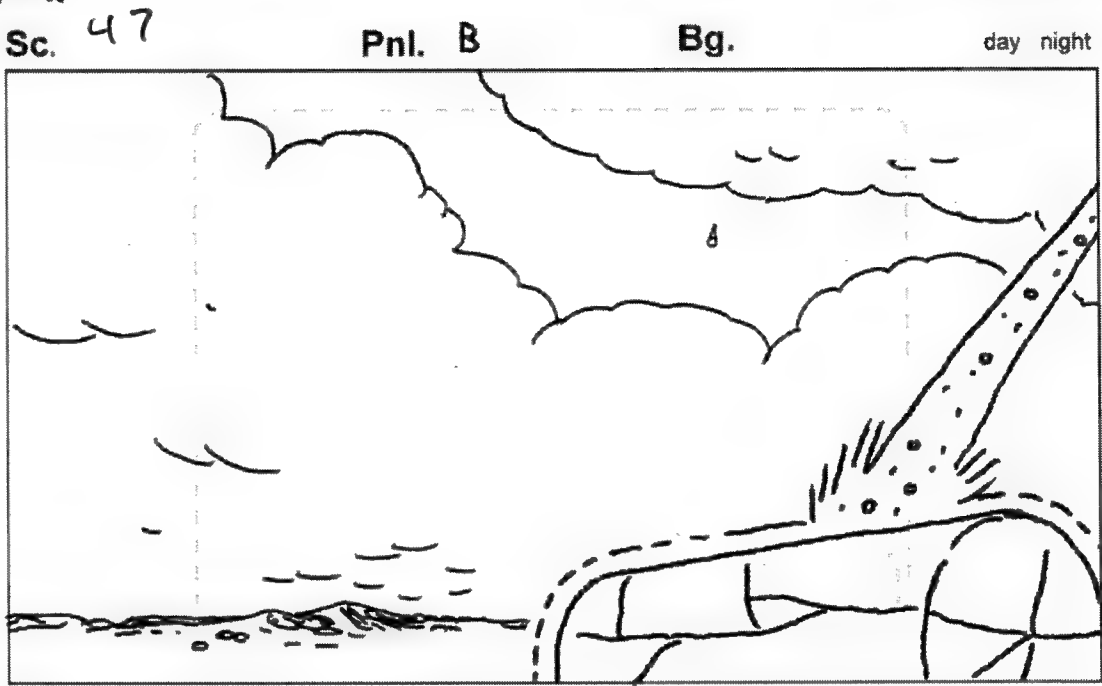
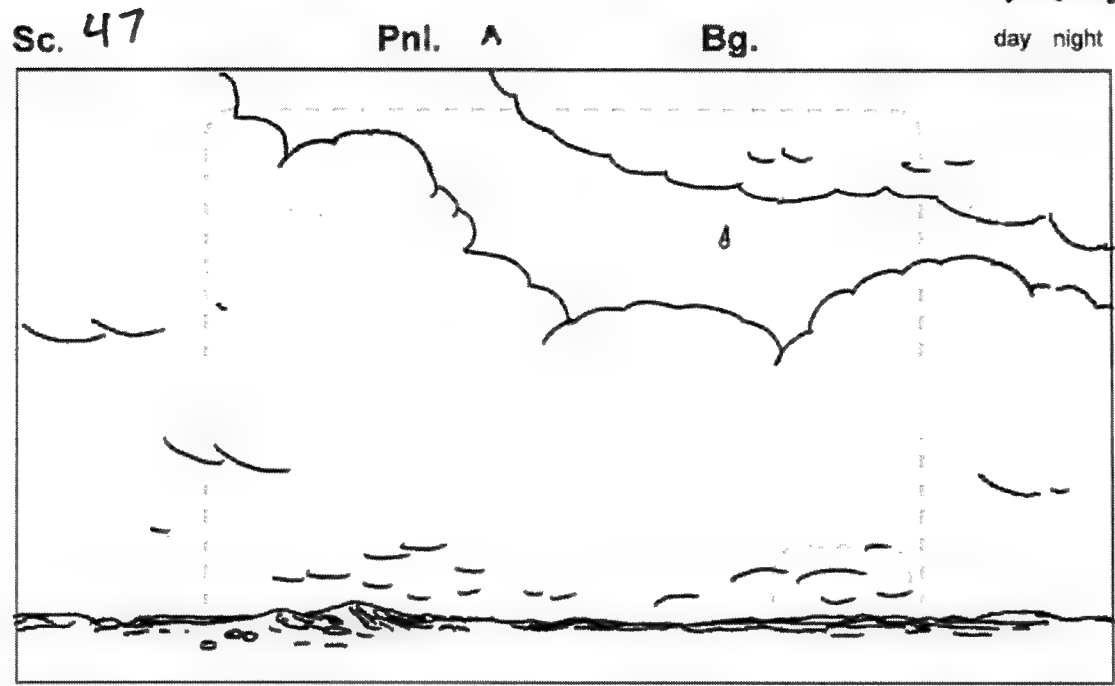
Production :

EPISODE #

1025-178

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ADVENTURE TIME



Dialog:	(SFX) RUMBLE RUMBLE RUMBLE = ① ZAP =	
Action:	≡ BEAT ≡ COMET CAN BE SEEN.	① ICE CYLINDER CONJURED.
Timing:		

1025-178  
EPISODE #  
Production :

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ADVENTURE TIME

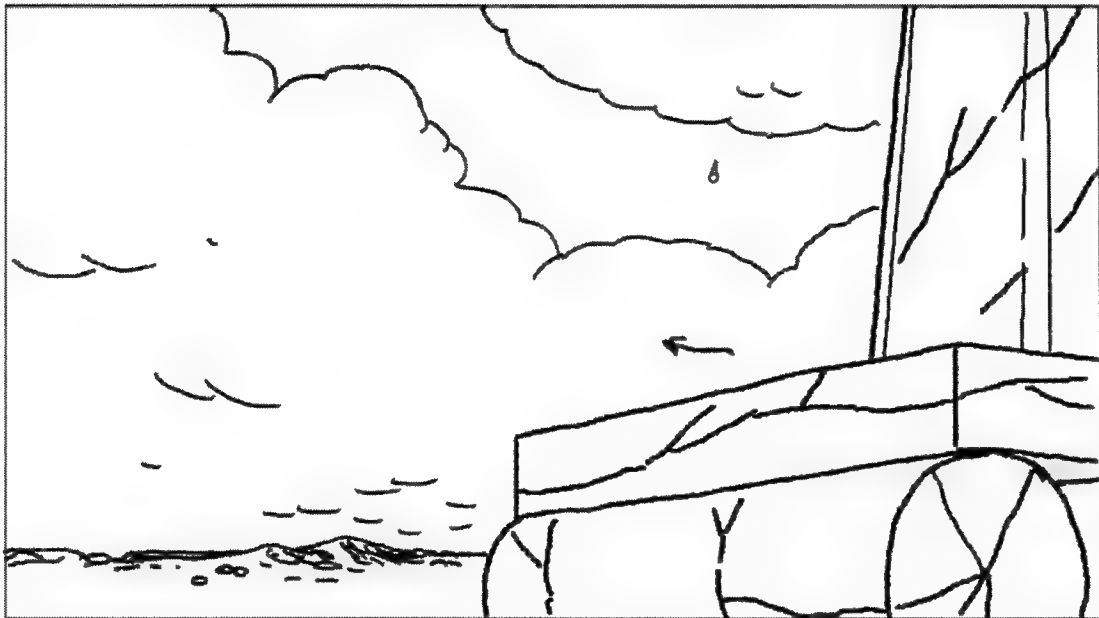


Sc. 47

Pnl. c

Bg.

day night

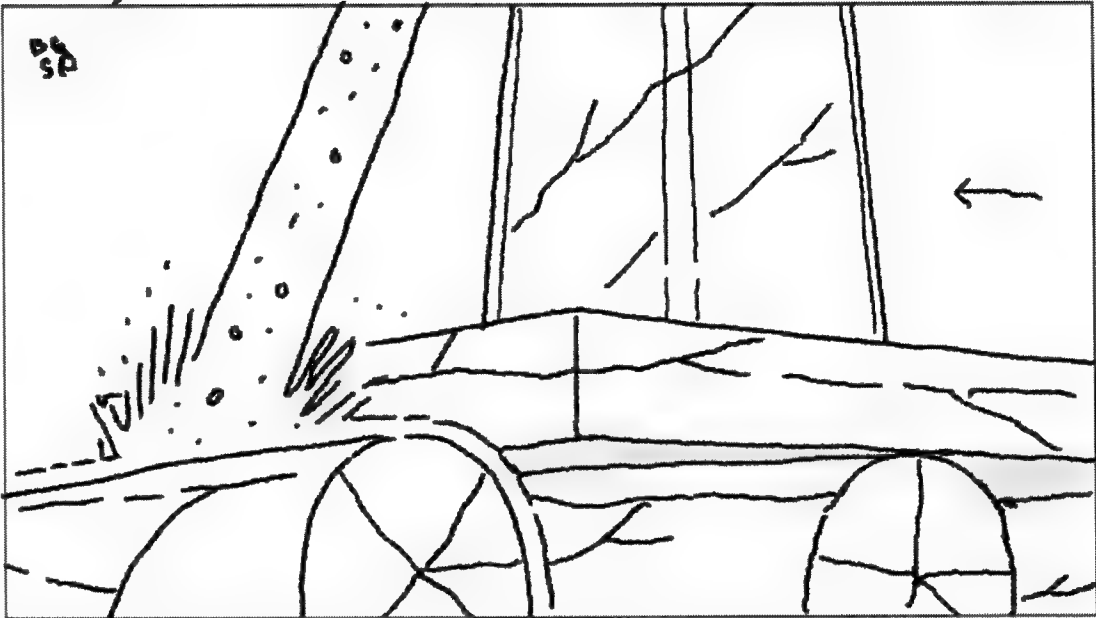


Sc. 47

Pnl. d

Bg.

day night



Dialog:

(SFX) RUMBLE RUMBLE RUMBLE  
=ZAP=

Action:

ICE CYLINDER CONJURED.

Timing:

1025-178

EPISODE #

Production :

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# ADVENTURE TIME



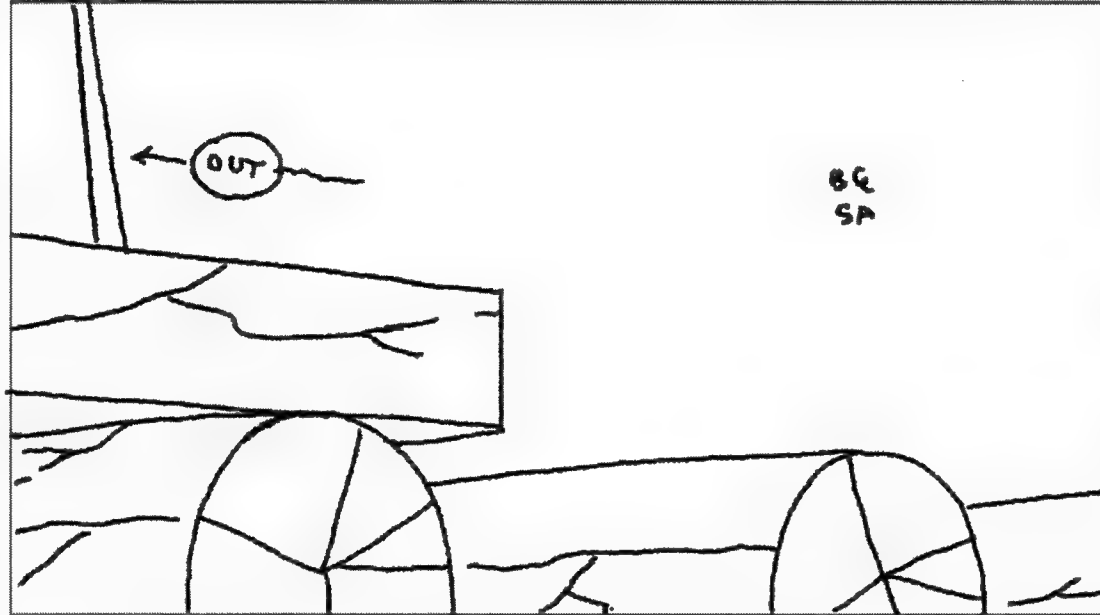
Page 72

Sc. 47

Pnl. E

Bg.

day night



Sc. 47

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1025-178

Production :

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# ADVENTURE TIME



Page 73

Sc. 41

Pnl. 6

Bg.

day night

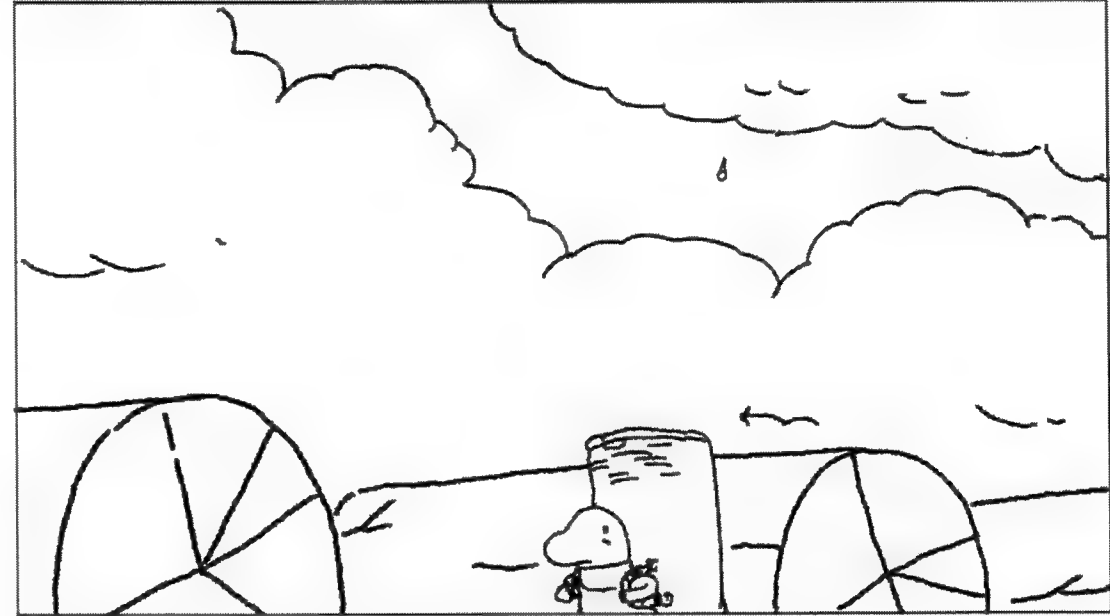


Sc. 47

Pnl. 11

Bg.

day night



Dialog:

Action:

GUNTHER WALKS BY.

Timing:

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# ADVENTURE TIME



Page 74

Sc. 48

Pnl. A

Bg.

day night

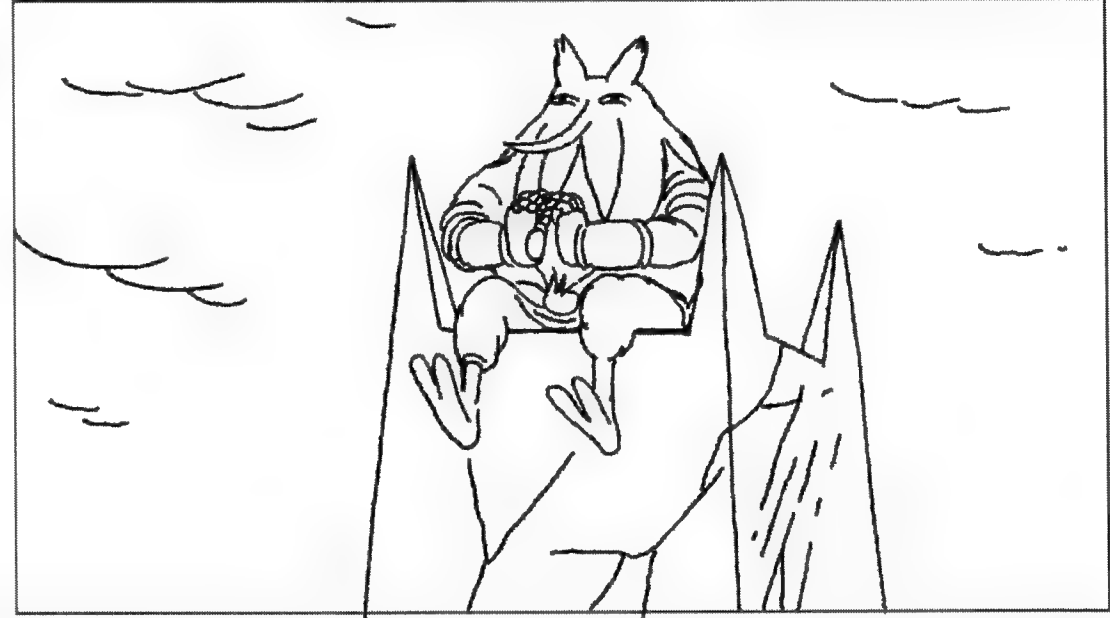


Sc. 48

Pnl. B

Bg.

day night



Dialog:

(SFX)

R U M B L E

R U M B L E

R U M B L E

R U M B L E

Action:

Timing:

EPISODE #

1025-178

Production :



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ADVENTURE TIME

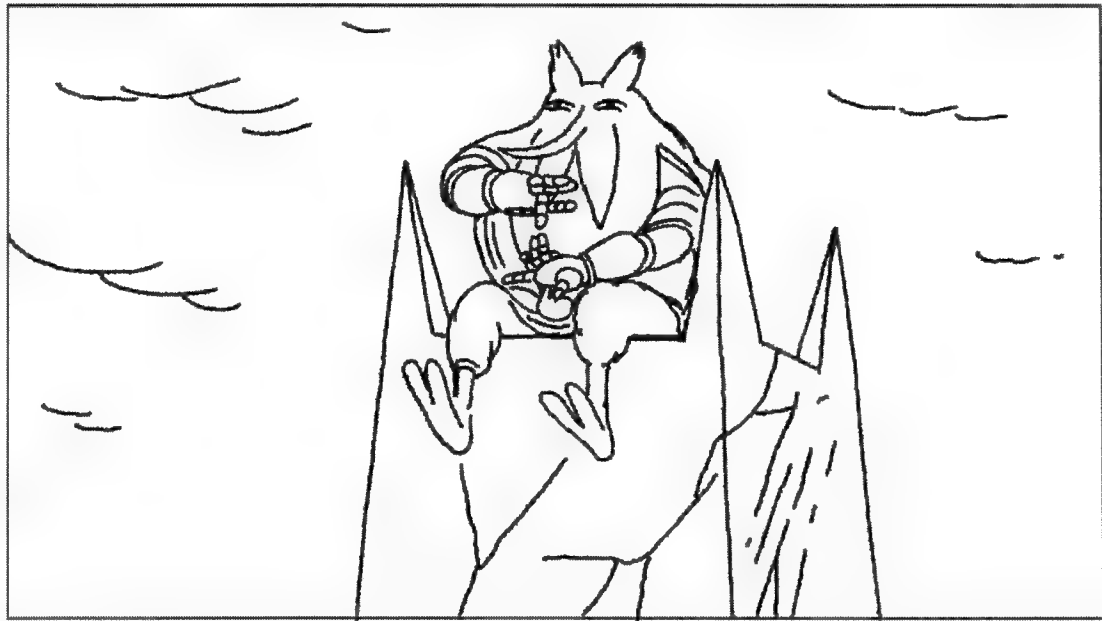


Sc. 48

Pnl. C

Bg.

day night

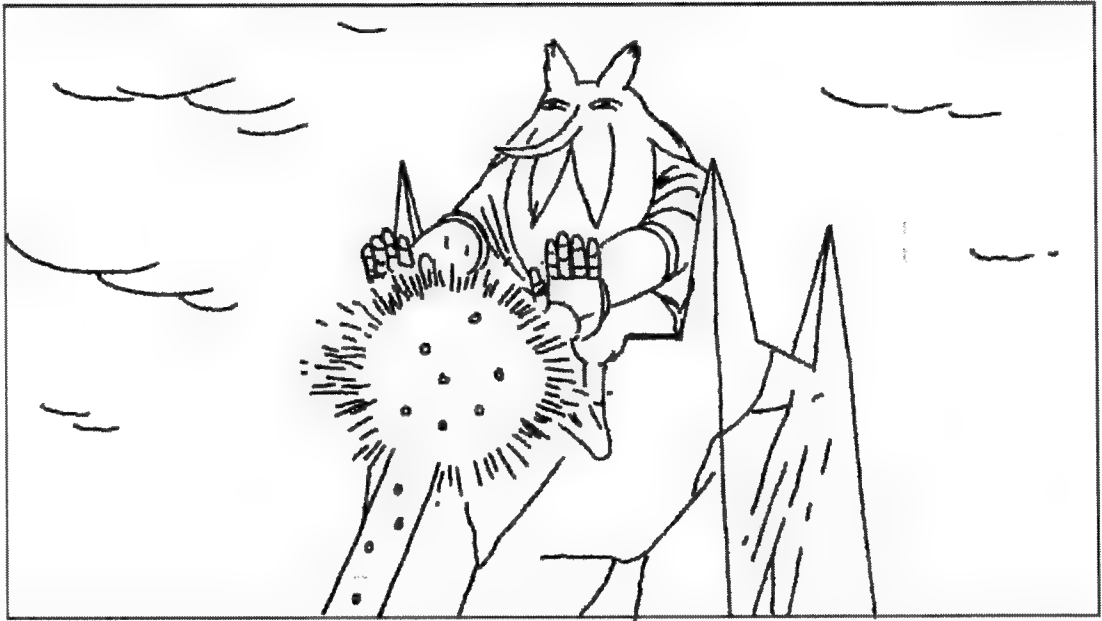


Sc. 48

Pnl. D

Bg.

day night



Dialog:	
(SFX) RUMBLE	RUMBLE
RUMBLE	RUMBLE
= ZAP =	
Action:	
REPEAT ALL THIS IF THERE'S ENOUGH TIME FOR IT.	
Timing:	
- S.W.	

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# ADVENTURE TIME



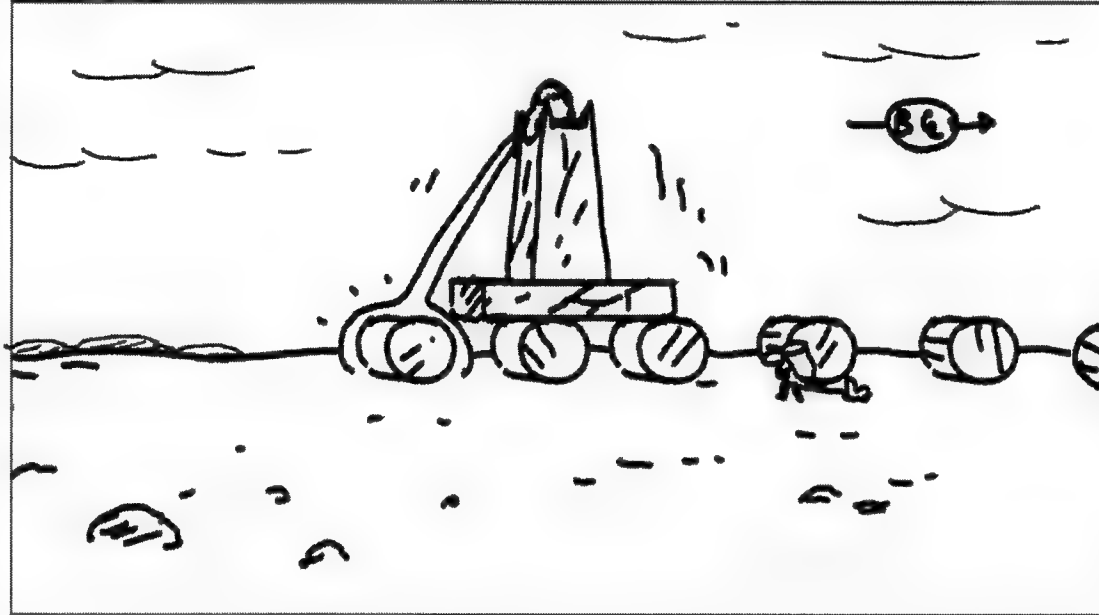
Page 76

Sc. 49

Pnl. A

Bg.

day night

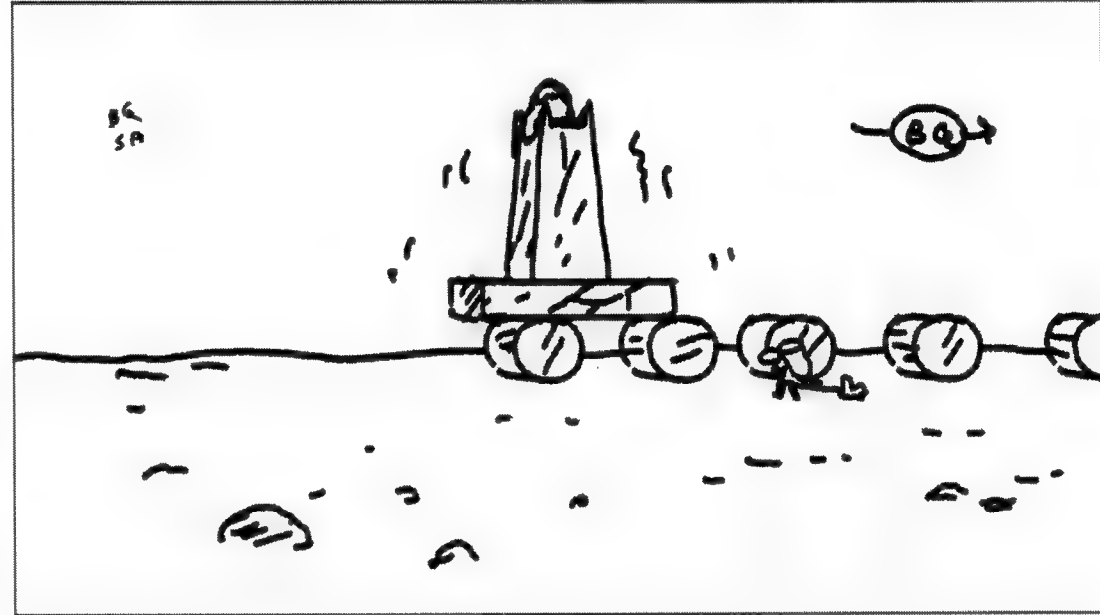


Sc. 49

Pnl. B

Bg.

day night



Dialog:

...ZAP...

Action:

Timing:

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1025-178

Production :

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ADVENTURE TIME

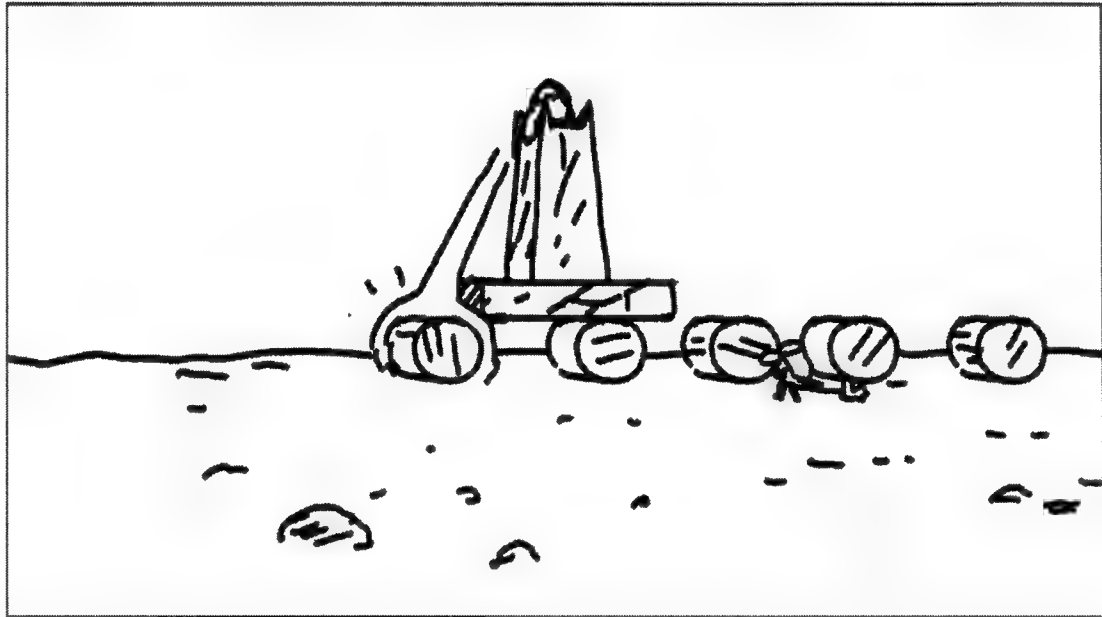


Sc. 49

Pnl. c

Bg.

day night

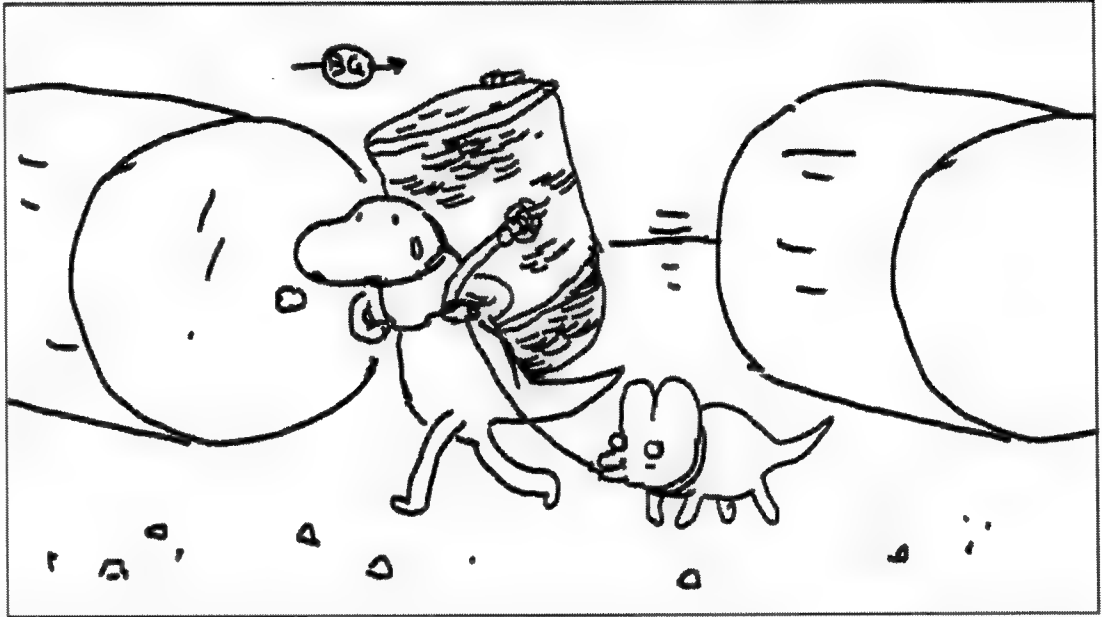


Sc. 50

Pnl. A

Bg.

day night



Dialog:

: ZAP :

Action:

Timing:

EPISODE #

Production :

1025-178

# ADVENTURE TIME



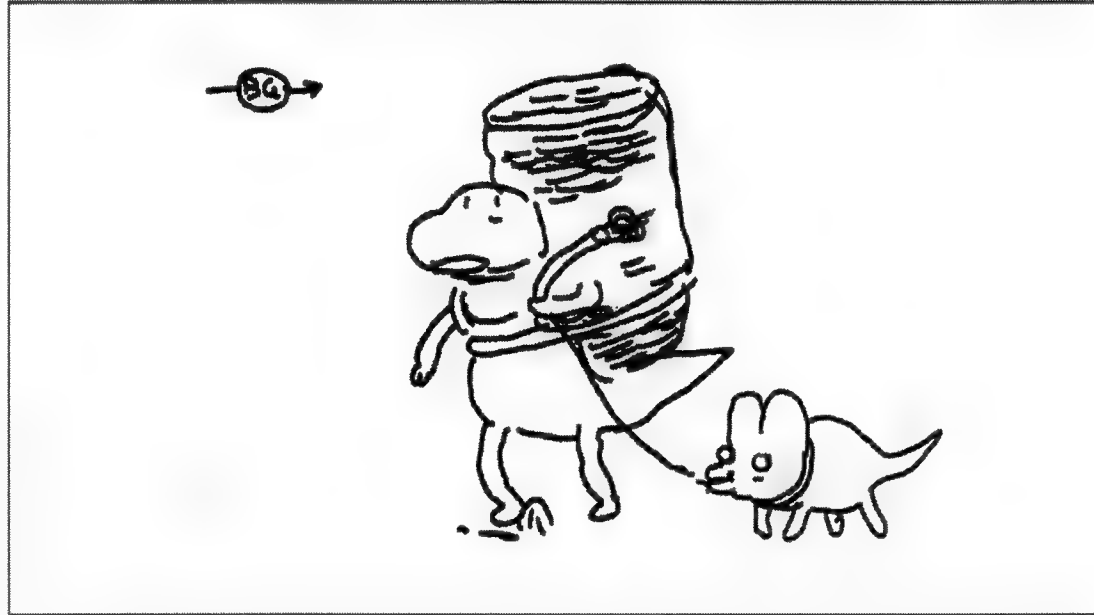
Page 78

Sc. 50

Pnl. B

Bg.

day night

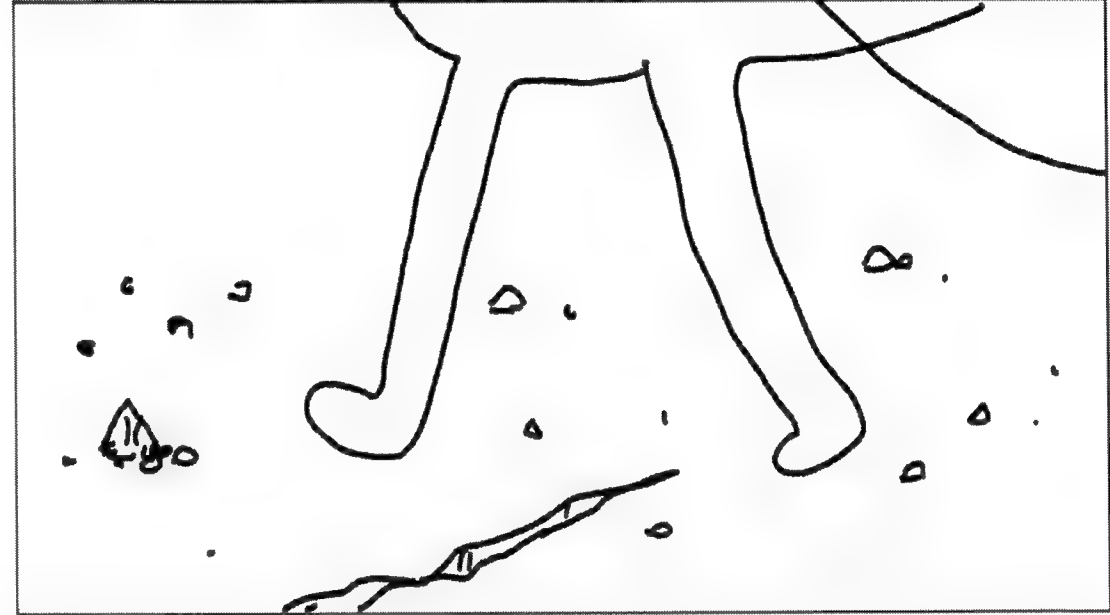


Sc. 51

Pnl. A

Bg.

day night



Dialog:

@ OUCH!

Action:

STEPS ON A THING.

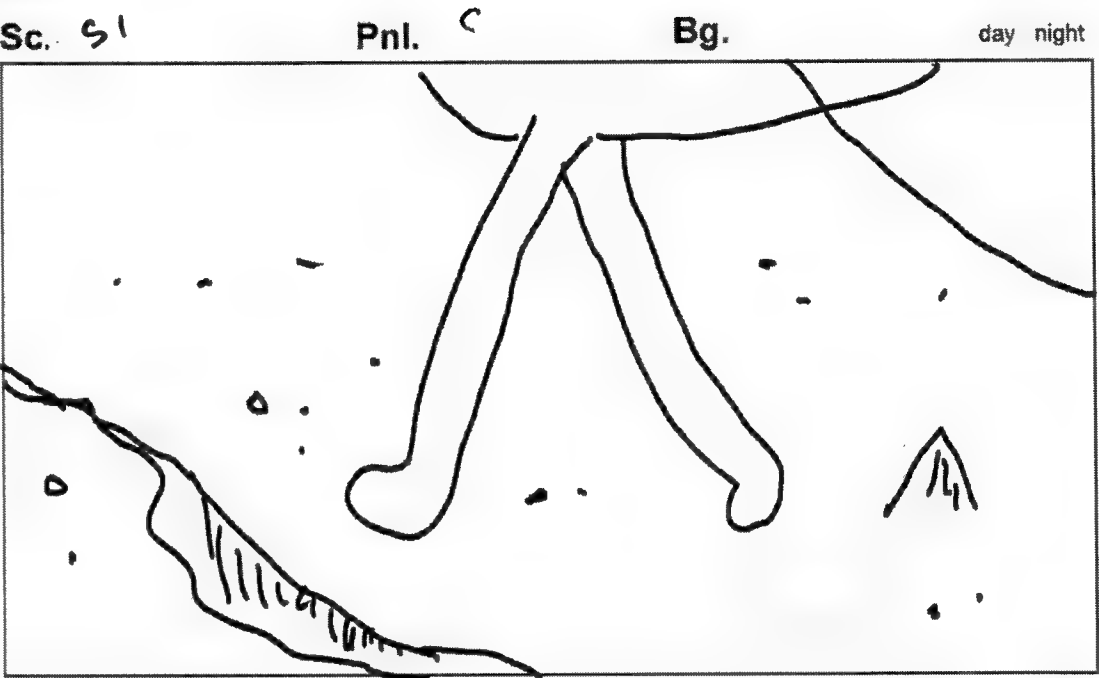
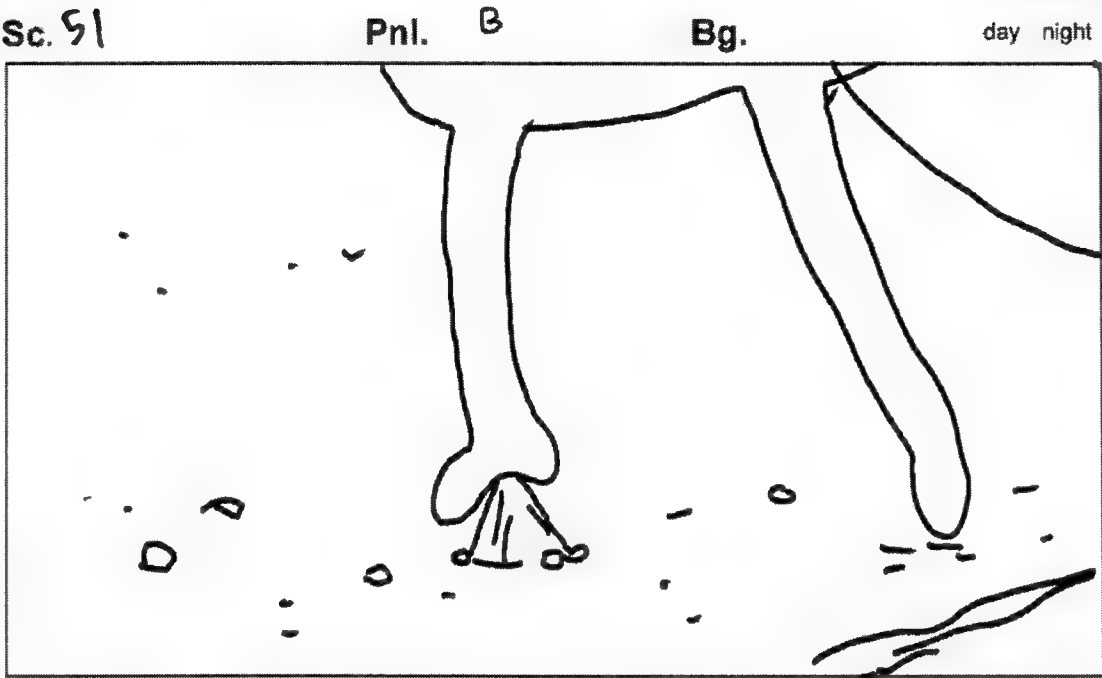
Timing:

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1025-178

Production :

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# ADVENTURE TIME



Dialog:
© o u c h . ' .
Action:
Timing:

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Production :

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# ADVENTURE TIME



Page 80

Sc. 51

Pnl. D

Bg.

day night

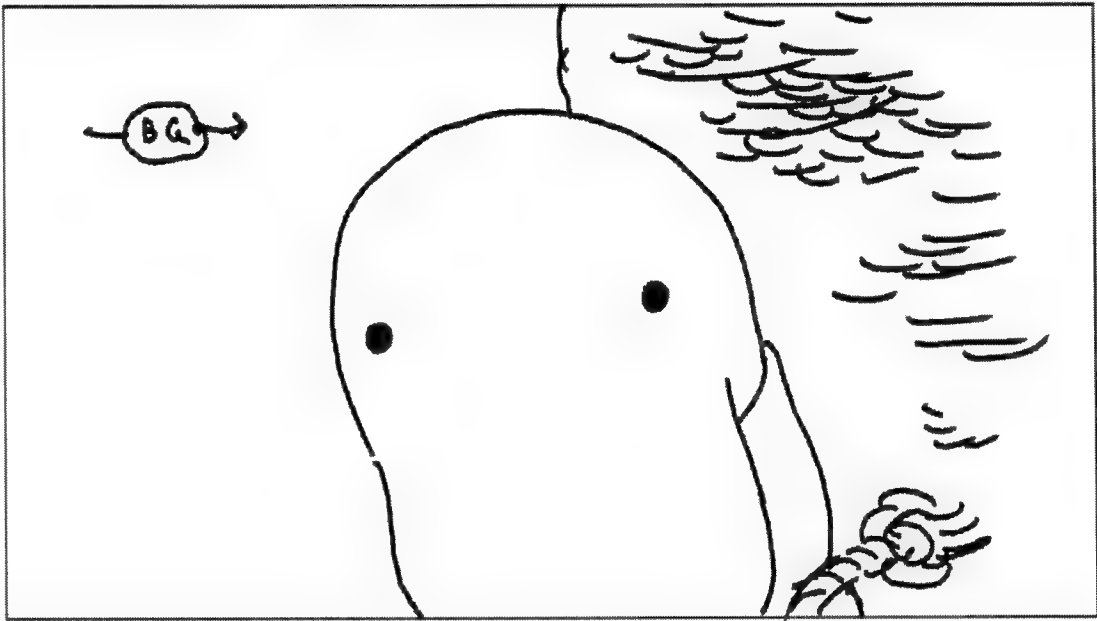


Sc. 52

Pnl. A

Bg.

day night



Dialog:

©. OUCH!

Q/ UH,

Action:

Timing:

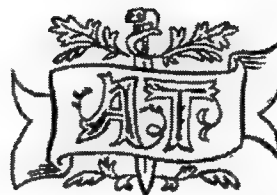
Production :

EPISODE #

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# ADVENTURE TIME



Page 81

Sc. 52

Pnl. 8

Bg.

day night



Sc. 53

Pnl. 11

Bg.

day night



Dialog:

Q MASTER EVERGREEN, CAN I  
RIDE ON THE PALANQUIN WITH  
YOU? MY FEET ARE SOFT.

Action:

≡ BEAT ≡

Timing:

Production :

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# ADVENTURE TIME



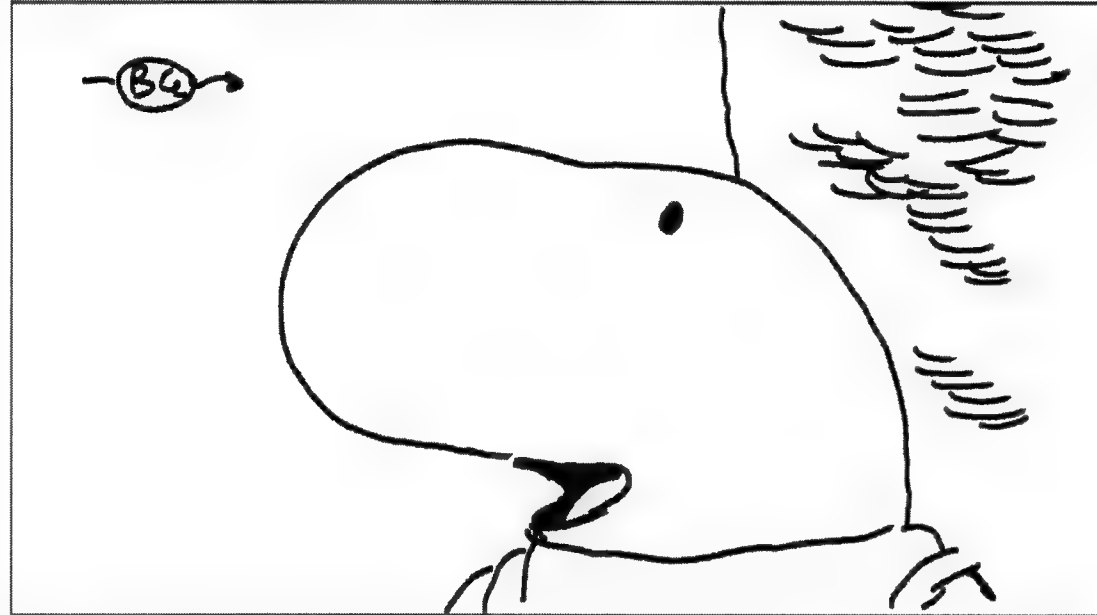
Page 02

Sc. 54

Pnl. A

Bg.

day night

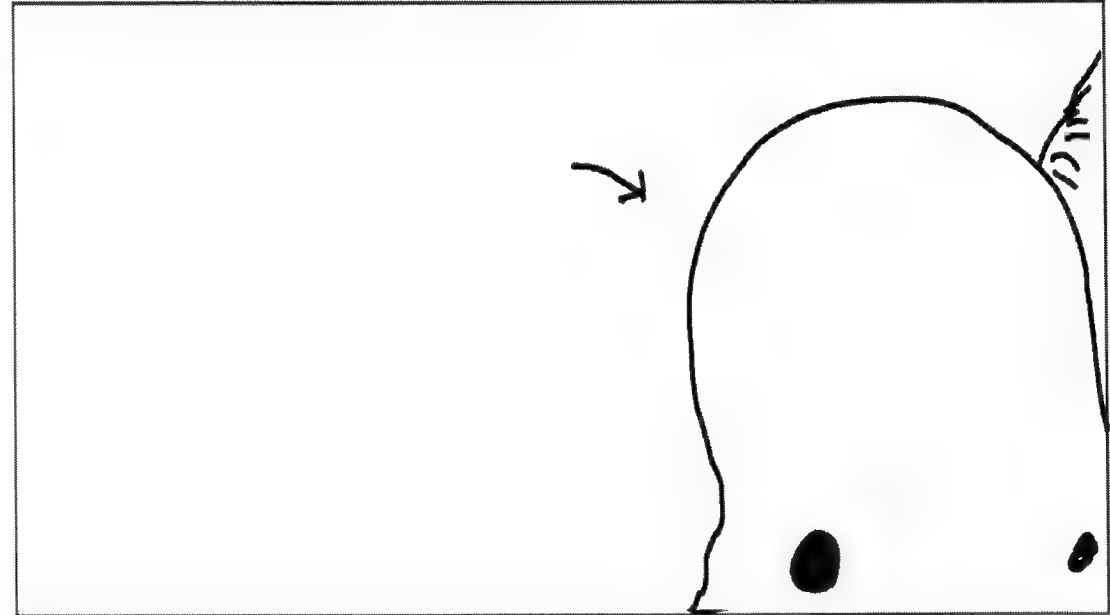


Sc. 54

Pnl. B

Bg.

day night



Dialog:

⑤/ NO, YOU'RE RIGHT.

⑤/ WHOOP!

Action:

Timing:

EPISODE #

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Production :



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# ADVENTURE TIME



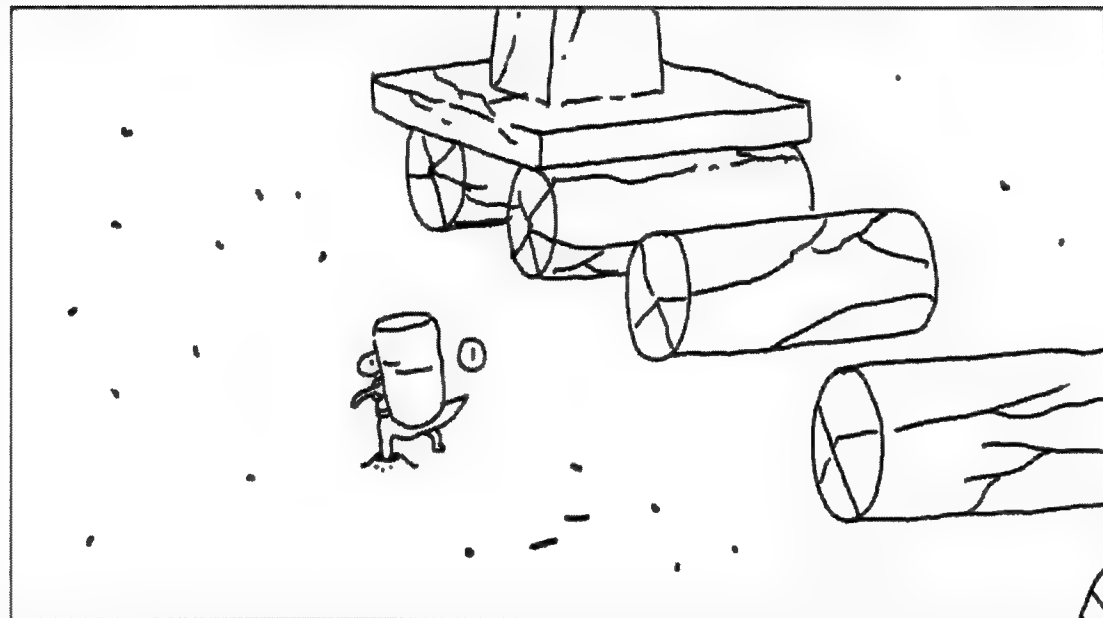
Page 83

Sc. 55

Pnl. A

Bg.

day night

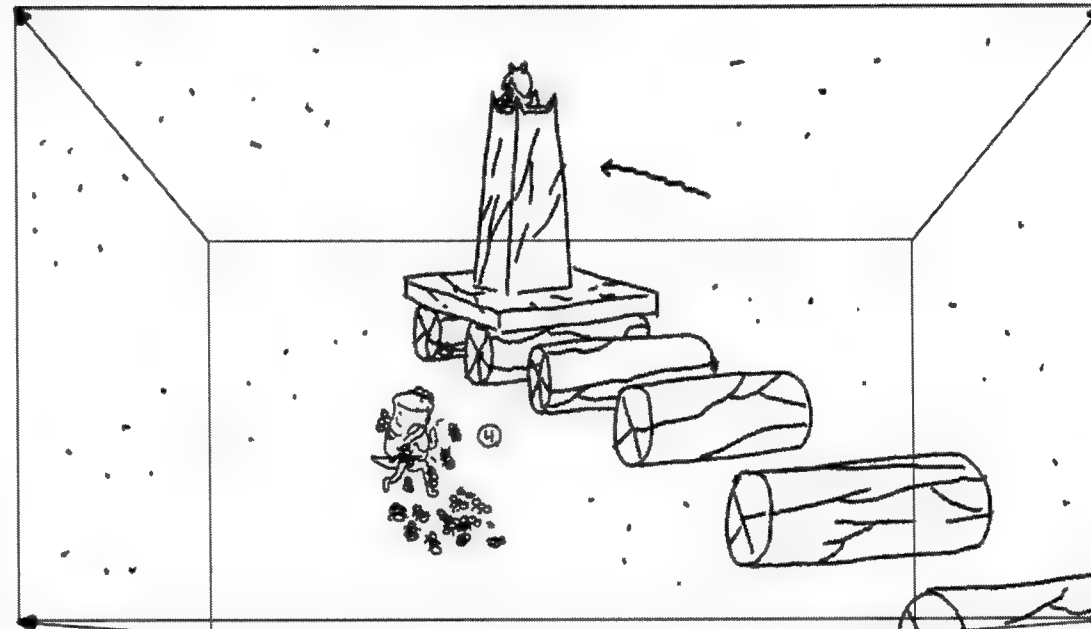


Sc. 55

Pnl. B

Bg.

day night



Dialog:

@/ HOO BOY. AHH! HOO BOY:

Action:

GUNTHER GETS COVERED IN GIANT ANTS. SWARMED.

Timing:



← STARTS WALKING BACKWARDS. BRUSHING OFF ANTS

Production :

EPISODE #

1025-178

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# ADVENTURE TIME



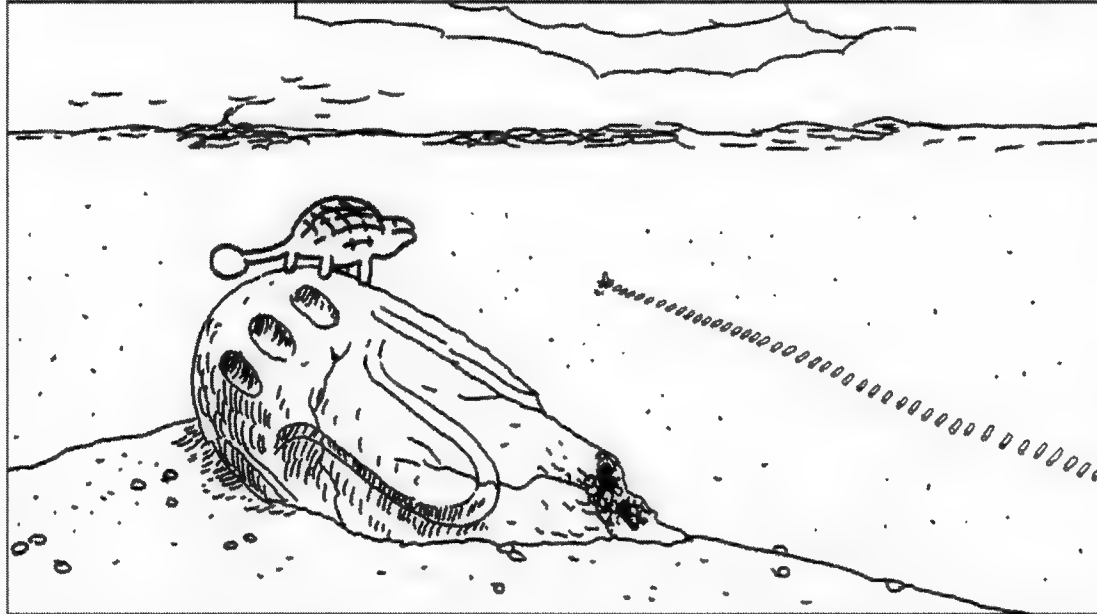
Page 84

Sc. 56

Pnl. A

Bg.

day night

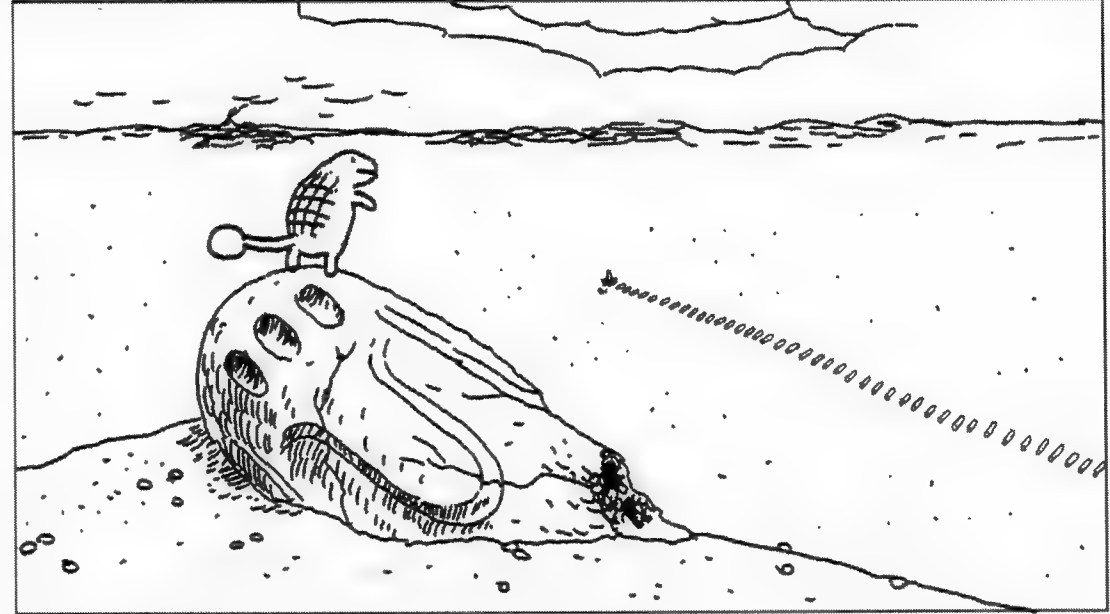


Sc. 56

Pnl. B

Bg.

day night



Dialog:

Action:

**X-DISSOLVE**

VOLCANO IN THE FAR DISTANCE

LIL' DINO USES ITS TAIL  
AS COUNTER-BALANCE TO STAND UP.

Timing:

EPISODE #

1U25-178

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ADVENTURE TIME



Sc. 51

Pnl. A

Bg.

day night



Sc. 51

Pnl. B

Bg.

day night



Dialog:

(SFX) / "ROAR"

Action:

Timing:

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Production :

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ADVENTURE TIME



Sc. 57

Pnl. c

Bg.

day night

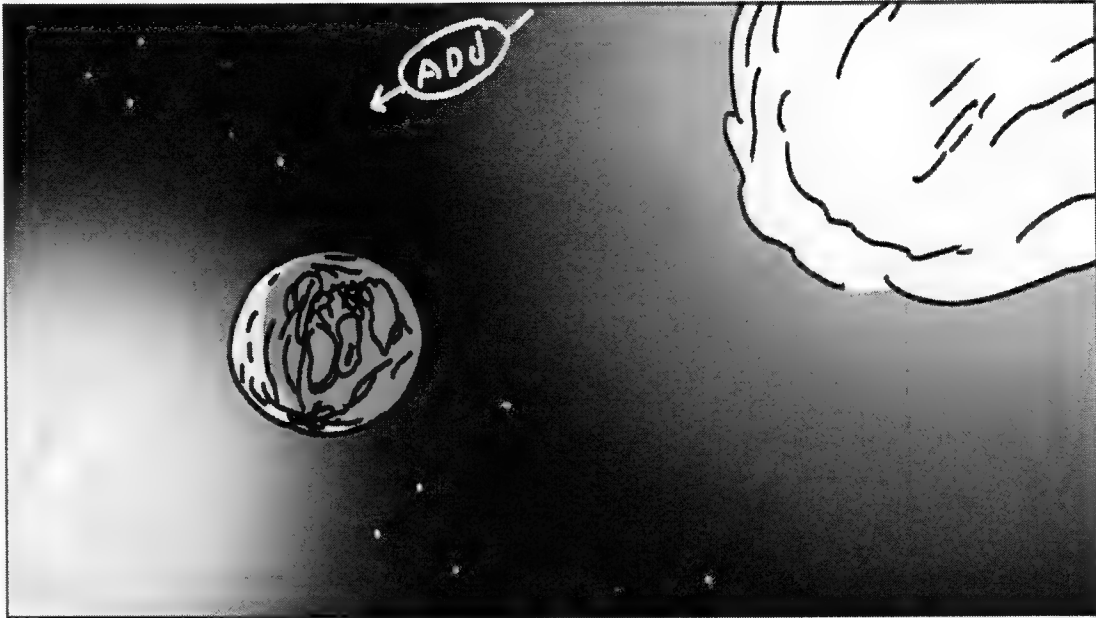


Sc. 5.7

Pnl. D

Bg.

day night



Dialog:

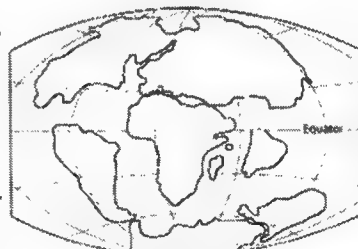
(SFX) ~ R O A R ~

Action:

SLOW PAN OVER,

Timing:

THE EARTH IS CLOUDED  
OVER, BUT IS ALSO THE  
CRETACEOUS ERA PANGEA.



CRETACEOUS  
65 million years ago

Production :

EPISODE #

1025-178

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ADVENTURE TIME

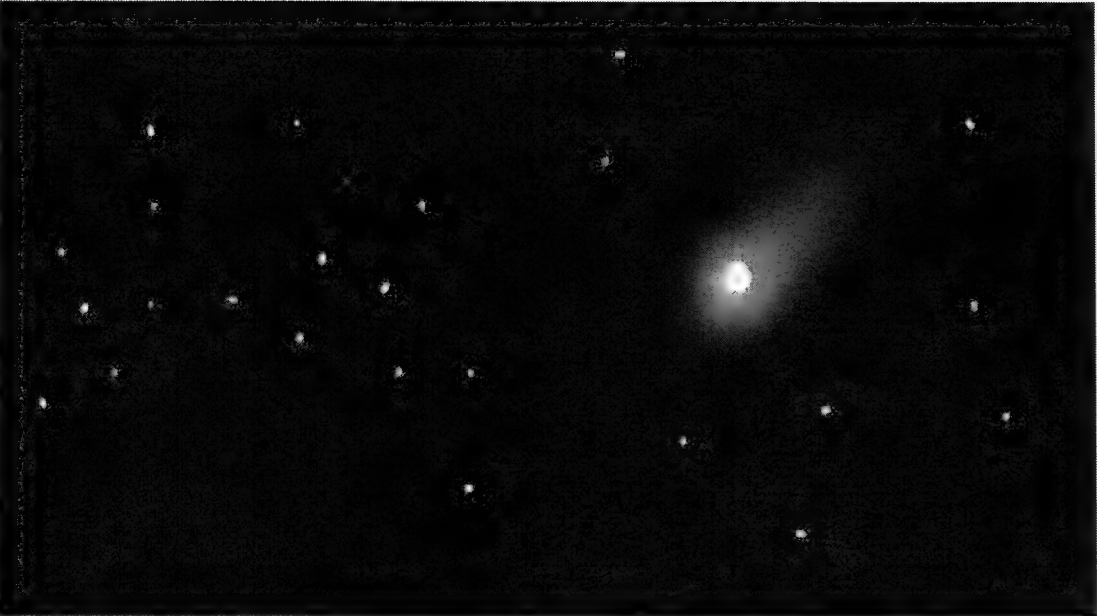


Sc. 58

Pnl. A

Bg.

day night



Sc. 58

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

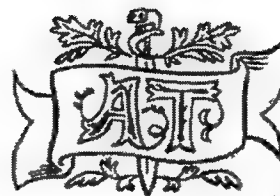
EPISODE #

Production :

1025-178

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# ADVENTURE TIME



Page 88

Sc. 58

Pnl. c

Bg.

day night

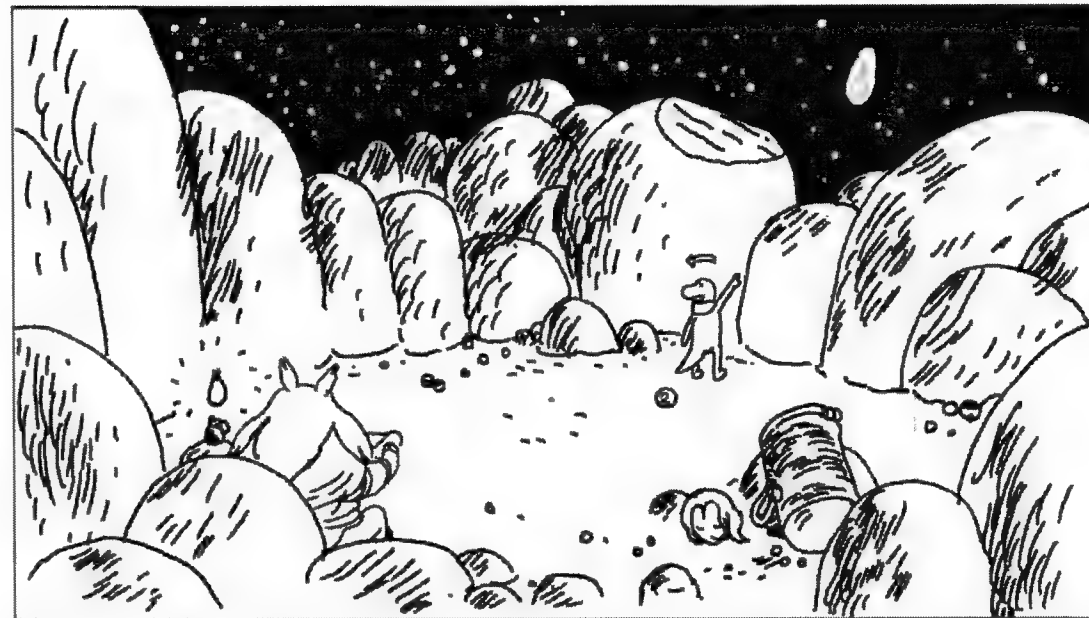


Sc. 59

Pnl. A

Bg.

day night



Dialog:

(TO HIMSELF)  
Q/ GETTIN' FAT.

(LOUD)

Q/ GETTIN' FAT, RIGHT!?

Action:

SCRATCHES HIS HEAD.



Timing:

Production :

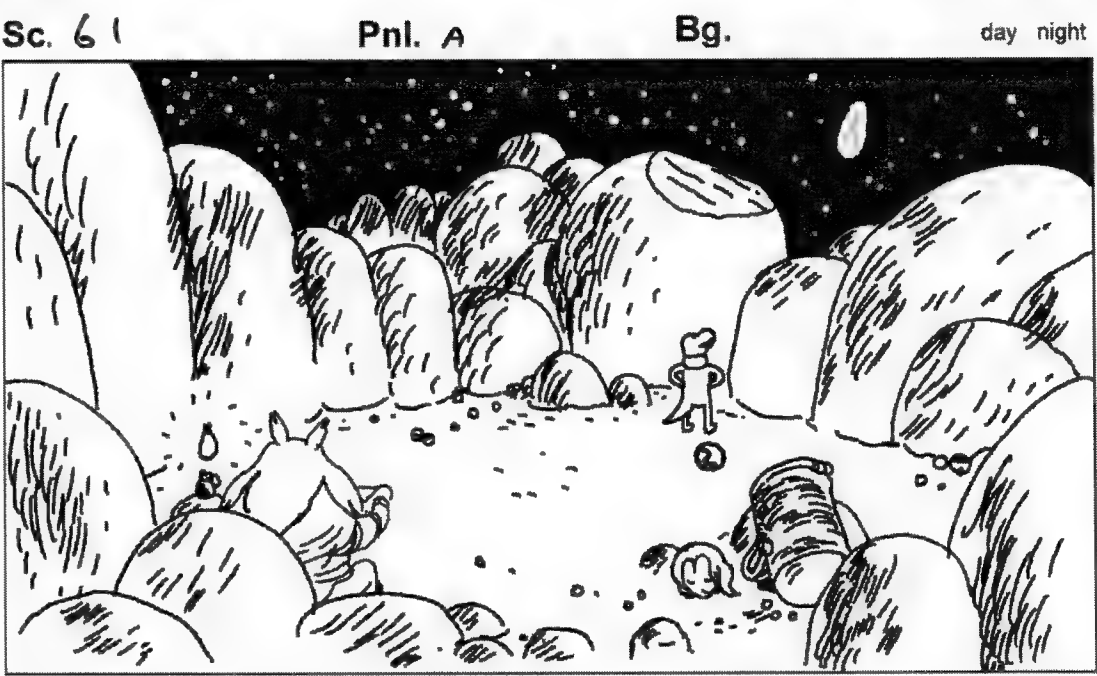
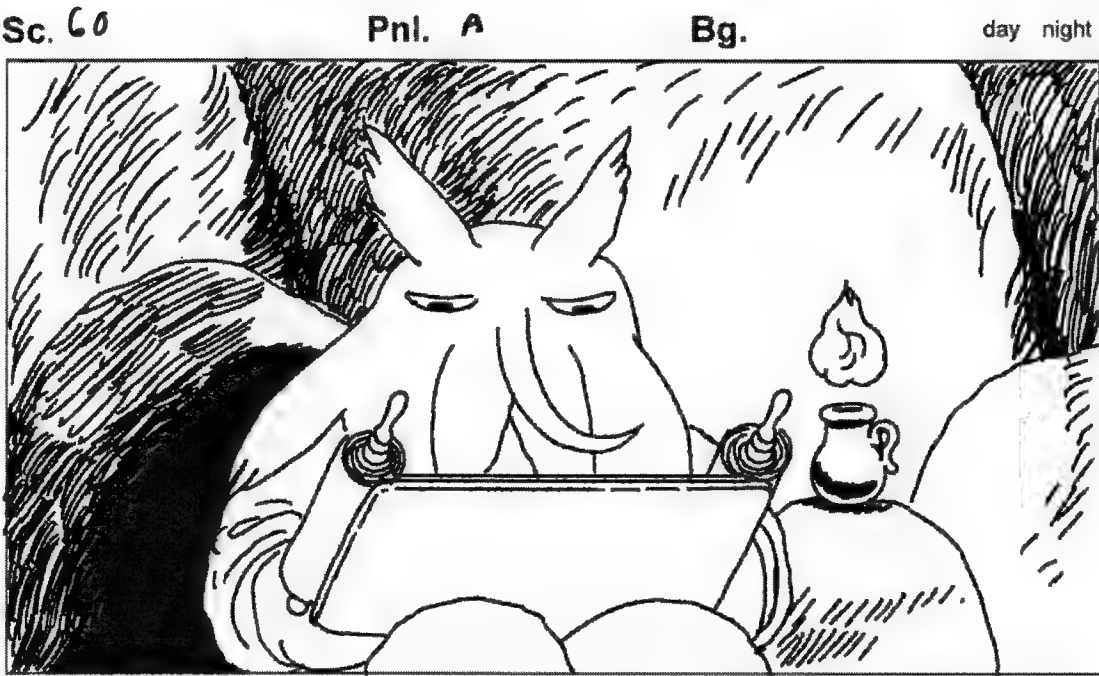
EPISODE #

1025-178



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ADVENTURE TIME



Dialog:	UQ/ m m m .	① HOWEVER I WOULD SUGGEST ... THAT THIS IS STILL A <u>NICE NIGHT</u> . I LIKE IT, IT'S QUIET.
Action:		LIKE HE'S TRYING TO BE MORE INSIGHTFUL THAN HE ACTUALLY IS.
Timing:		①

EPISODE # 1025-178  
Production :

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# ADVENTURE TIME



Page 90

Sc. 62

Pnl. A

Bg.

day night

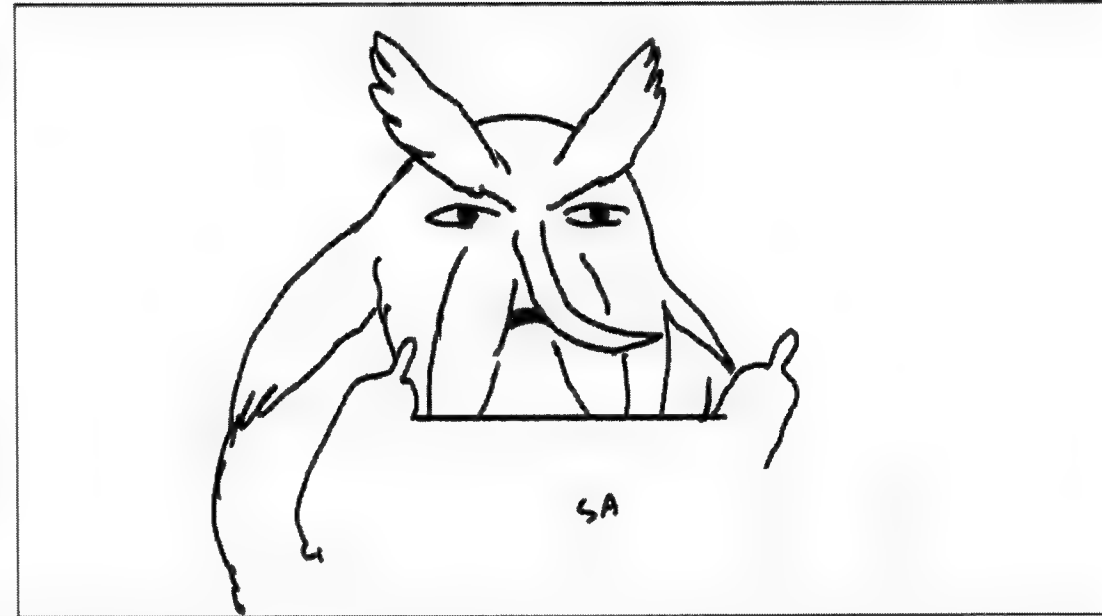


Sc. 62

Pnl. B

Bg.

day night



Dialog:

UE MMM.  
IT IS QUIET.  
WHY DON'T YOU PUT  
ON SOME MUSIC.

UE THE CHIMES, GUNTHER.

Action:

Timing:

EPISODE #

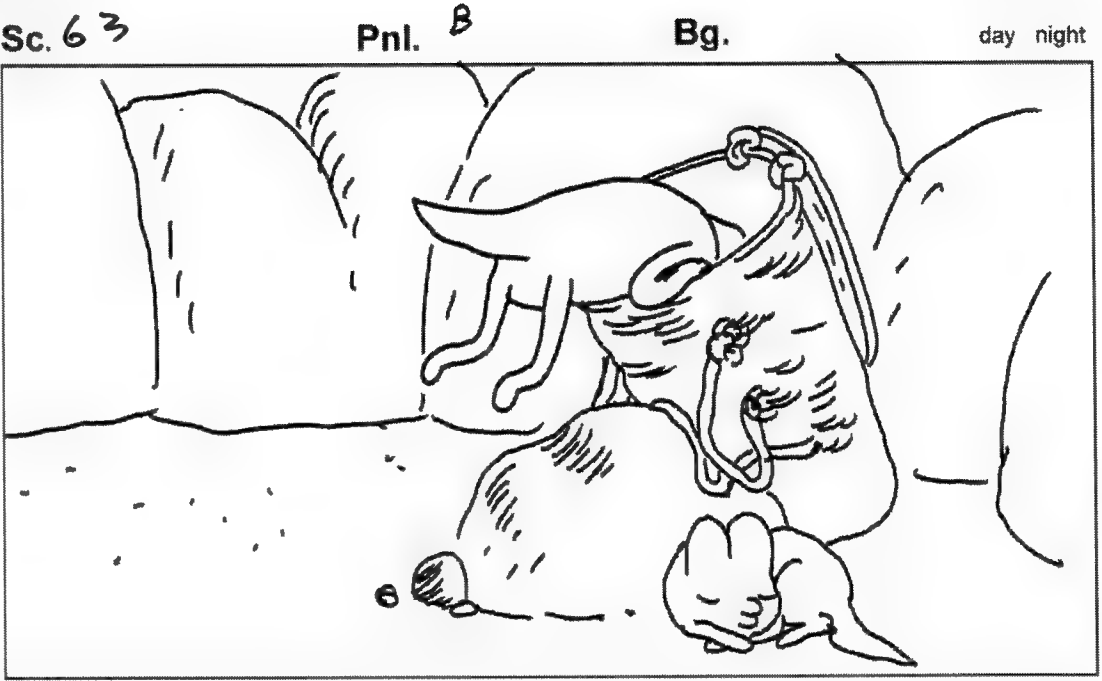
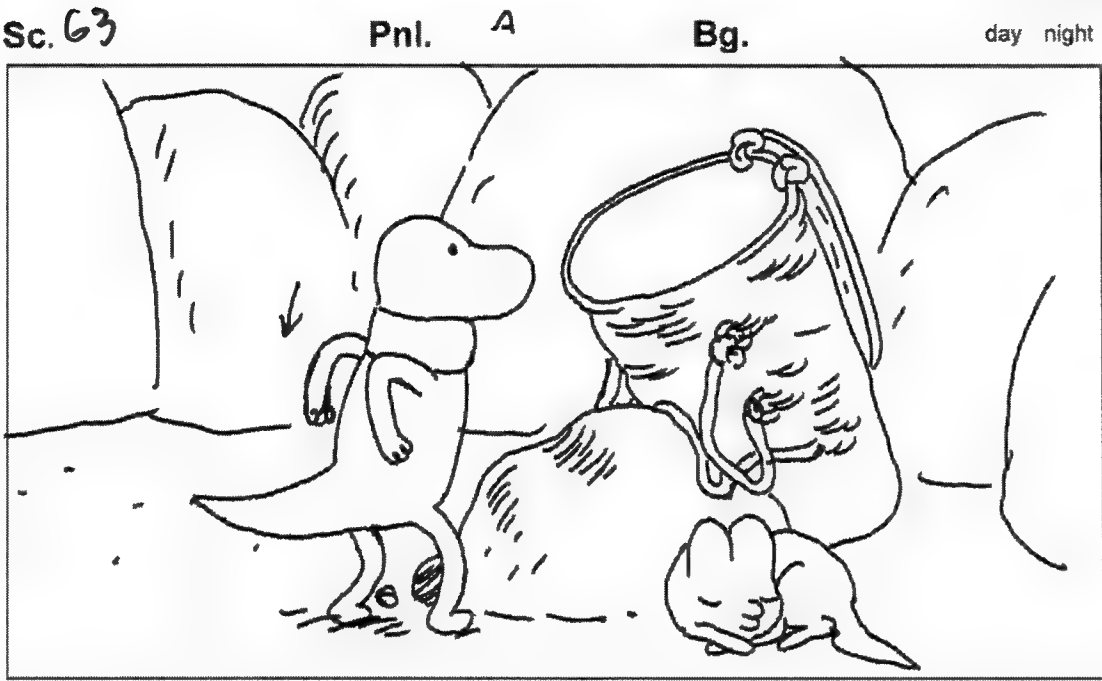
1025-178

Production :



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ADVENTURE TIME



Dialog:
Q/ OKAY.
Action:
Timing:

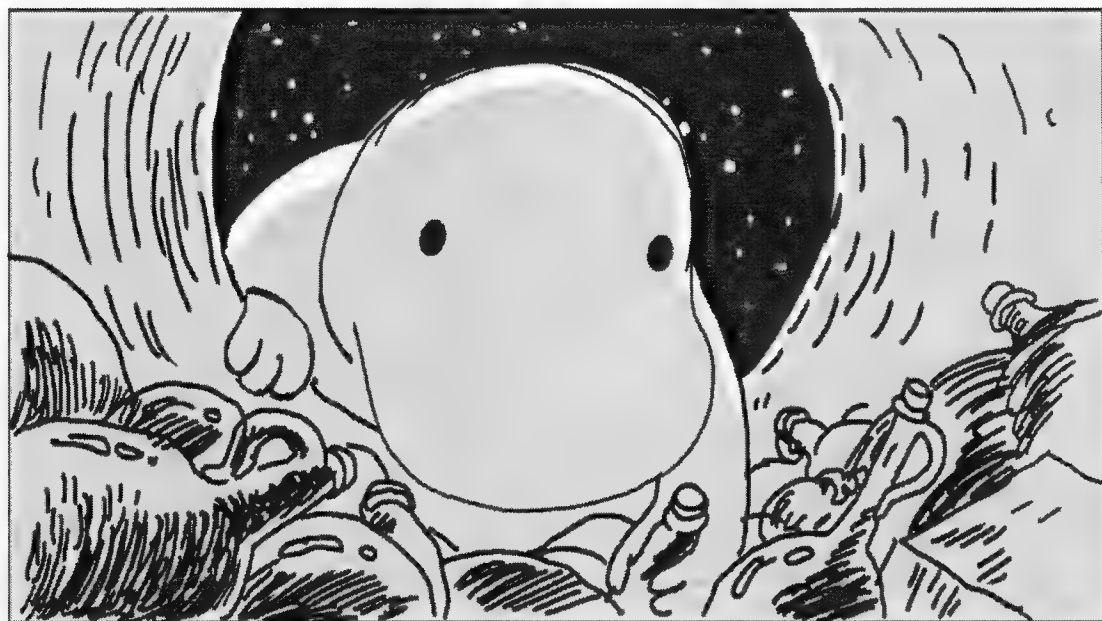
EPISODE # 1025-178  
Production :

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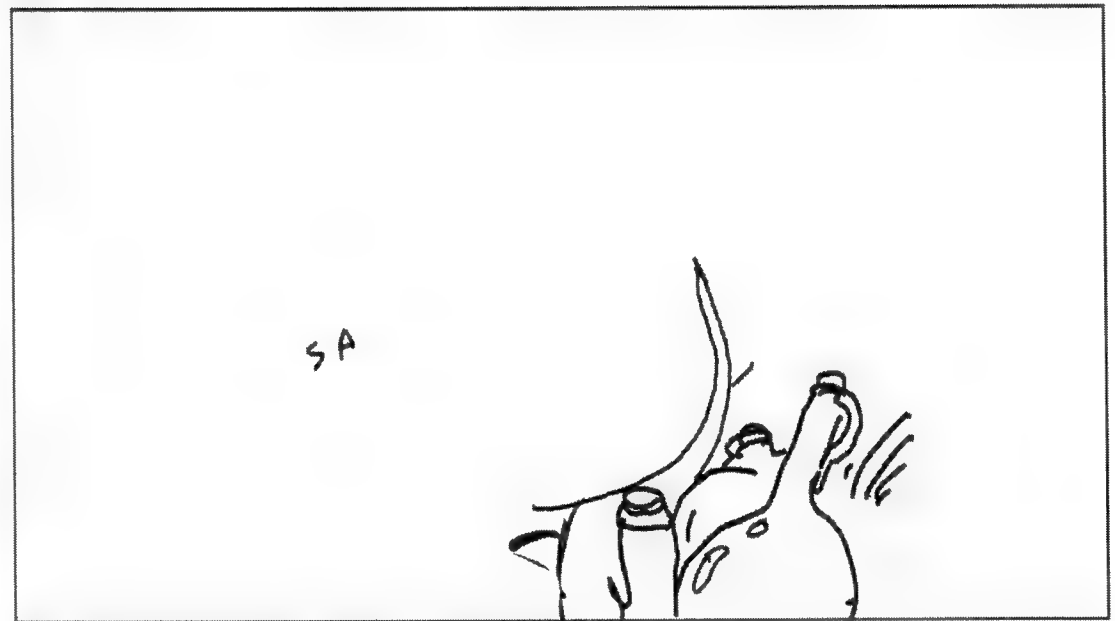
ADVENTURE TIME



Sc. 6<sup>a</sup> Pnl. A Bg. day night



Sc. 6<sup>a</sup> Pnl. B Bg. day night

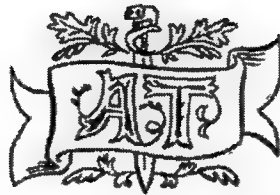


Dialog:
<p><del>SPX</del> BOTTLES.</p>
Action:
<p>RUMMAGES AROUND</p>
Timing:

1025-178  
EPISODE #  
Production :

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ADVENTURE TIME



Page 93

Sc. 65

Pnl. A

Bg.

day night

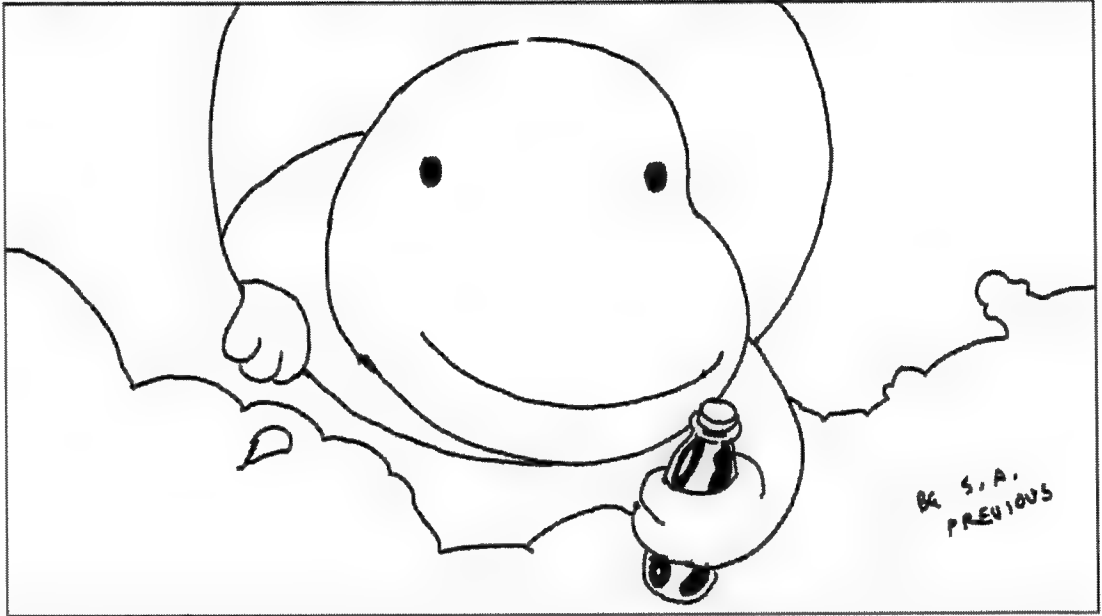


Sc. 66

Pnl. A

Bg.

day night



Dialog:
Action: BOTTLE WITH A SIMPLE DRAWING OF A DRUM ON IT.
Timing:

Production :  
EPISODE #  
1U25-178

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# ADVENTURE TIME



Sc. 66

Pnl. 8

Bg.

day night

Sc. 67

Pnl. A

Bg.

day night

Dialog:
Action:
Timing:

Production :  
EPISODE #  
1U25-178

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ADVENTURE TIME

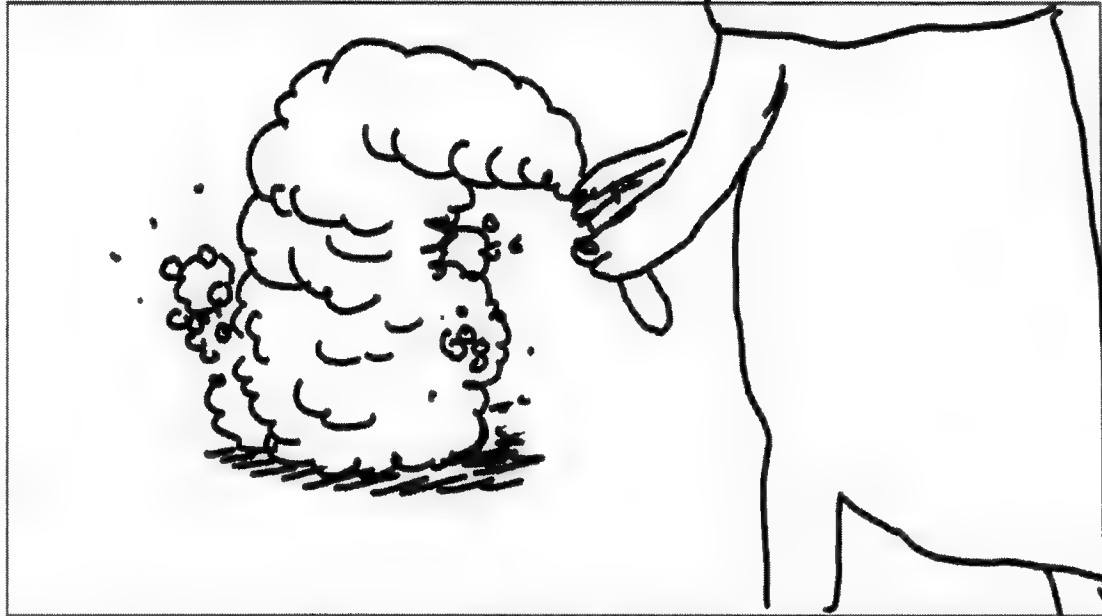


Sc. 67

Pnl. B

Bg.

day night

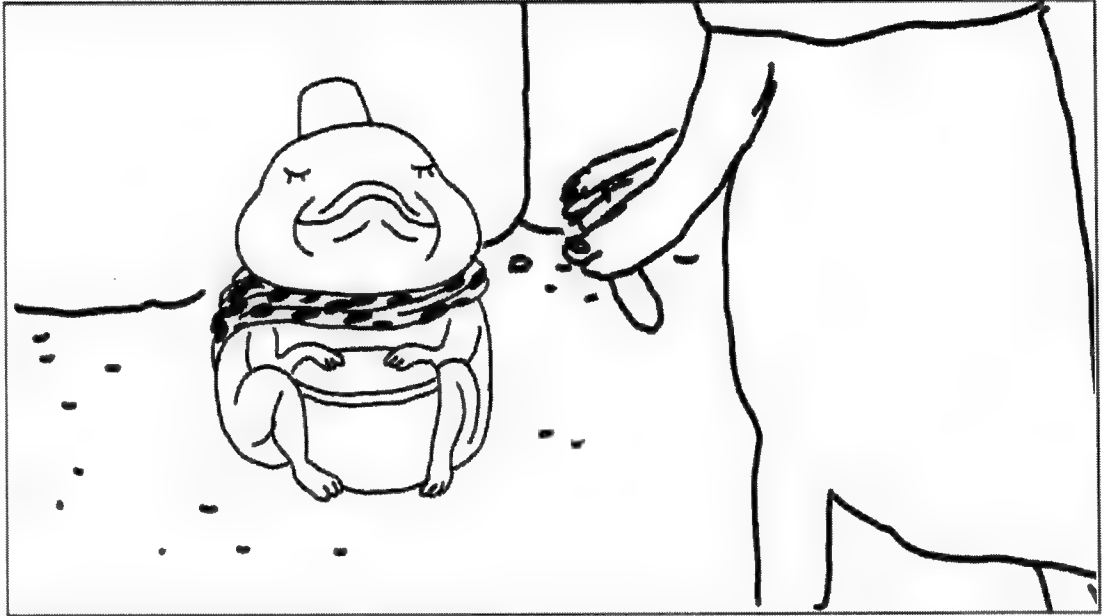


Sc. 67

Pnl. C

Bg.

day night



Dialog:
<div>SFX</div> = PSHHH =
Action:
Timing:

Production :

EPISODE #

1025-178

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# ADVENTURE TIME



Page 96

Sc. 67

Pnl. D

Bg.

day night



Dialog:

**SFX** : SOFT DRUMMING. :

Action:

- MOVING ITS HEAD BACK AND FORTH.  
- OPENS ITS MOUTH, AND YET  
NOT SAYING ANYTHING THOUGH.

Timing:

**DESIGN NOTE**

IMP'S SHAWL THE SAME MATERIAL  
AS THE ICE KING'S BLANKET.

POSE  
1A



POSE  
2A



POSE  
1B



POSE  
2B



ALL POSSIBLE  
DRUM POSES.

DRUMMING FASTER THAN HIS RHYTHMIC HEAD MOTION,  
I CAN'T FIGURE IT OUT BUT I CAN DO IT.  
COME FIND ME! - STEVE W.

Production :

EPISODE #

1025-178

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# ADVENTURE TIME



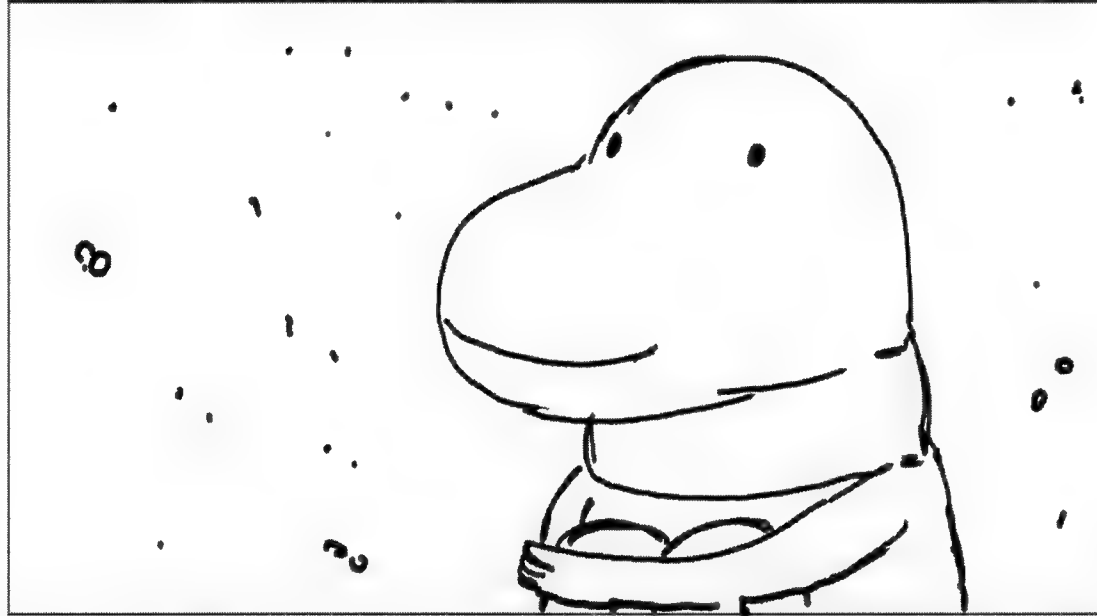
Page 97

Sc. 68

Pnl. A

Bg.

day night

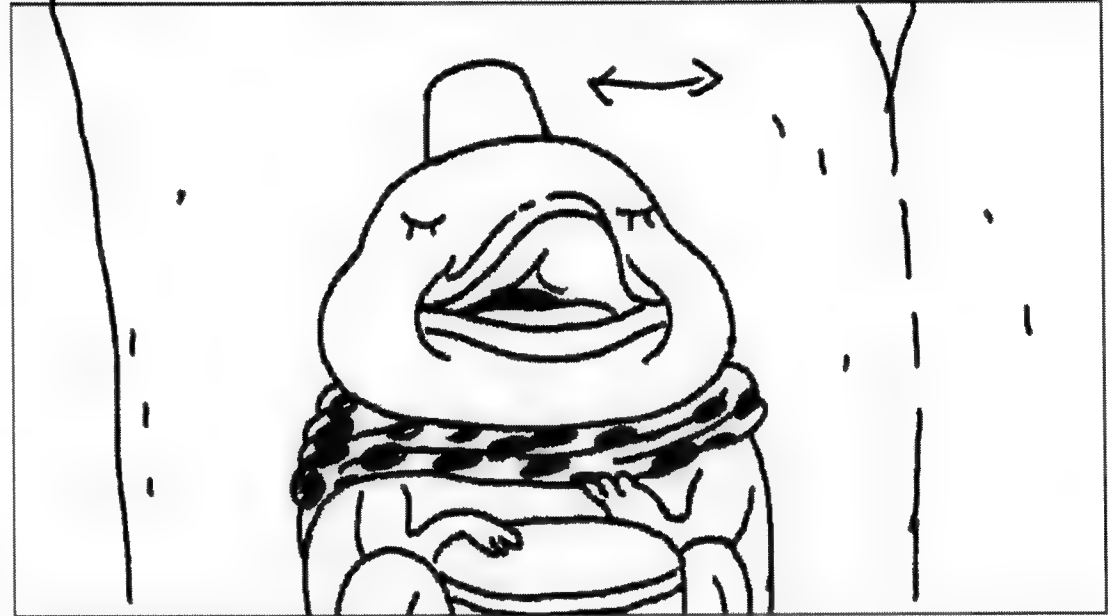


Sc. 69

Pnl. A

Bg.

day night



Dialog:

= SOFT DRUMMING =

Action:

A MOMENT OF  
JOY FOR GUNTHER.

Timing:

EPISODE #

1025-178

Production :

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# ADVENTURE TIME



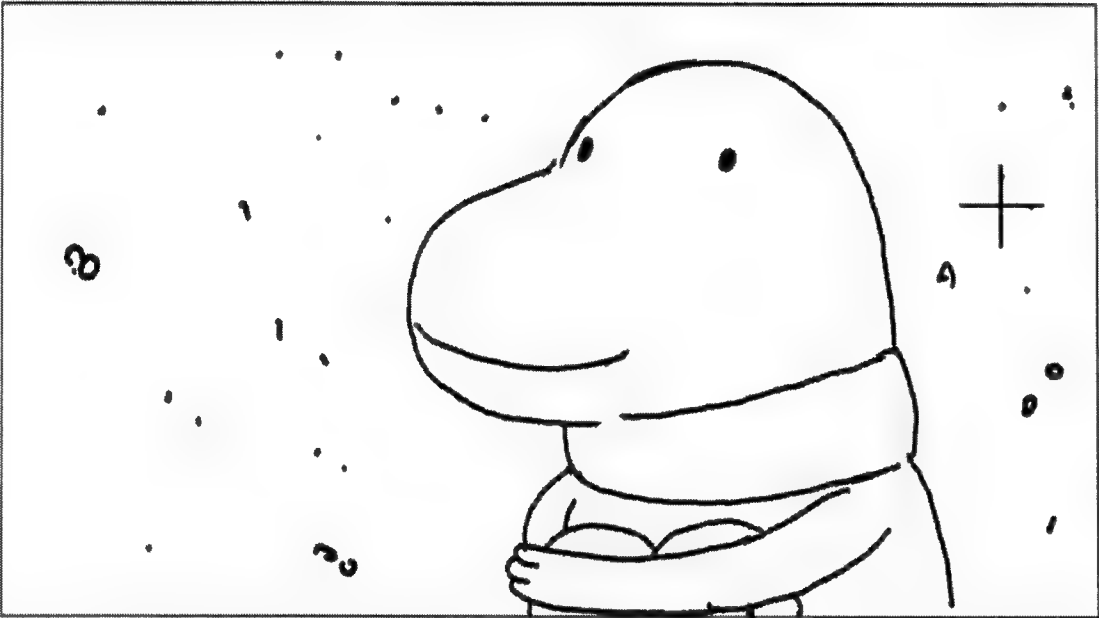
Page 98

Sc. 70

Pnl. A

Bg.

day night



Sc. 70

Pnl. B

Bg.

day night

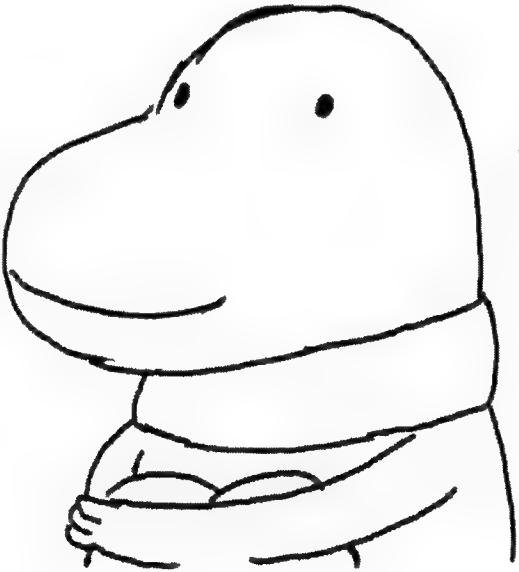


Dialog:

Action:

Timing:

DOING THE  
SAME HEAD  
MOTION.  
A B A B A B



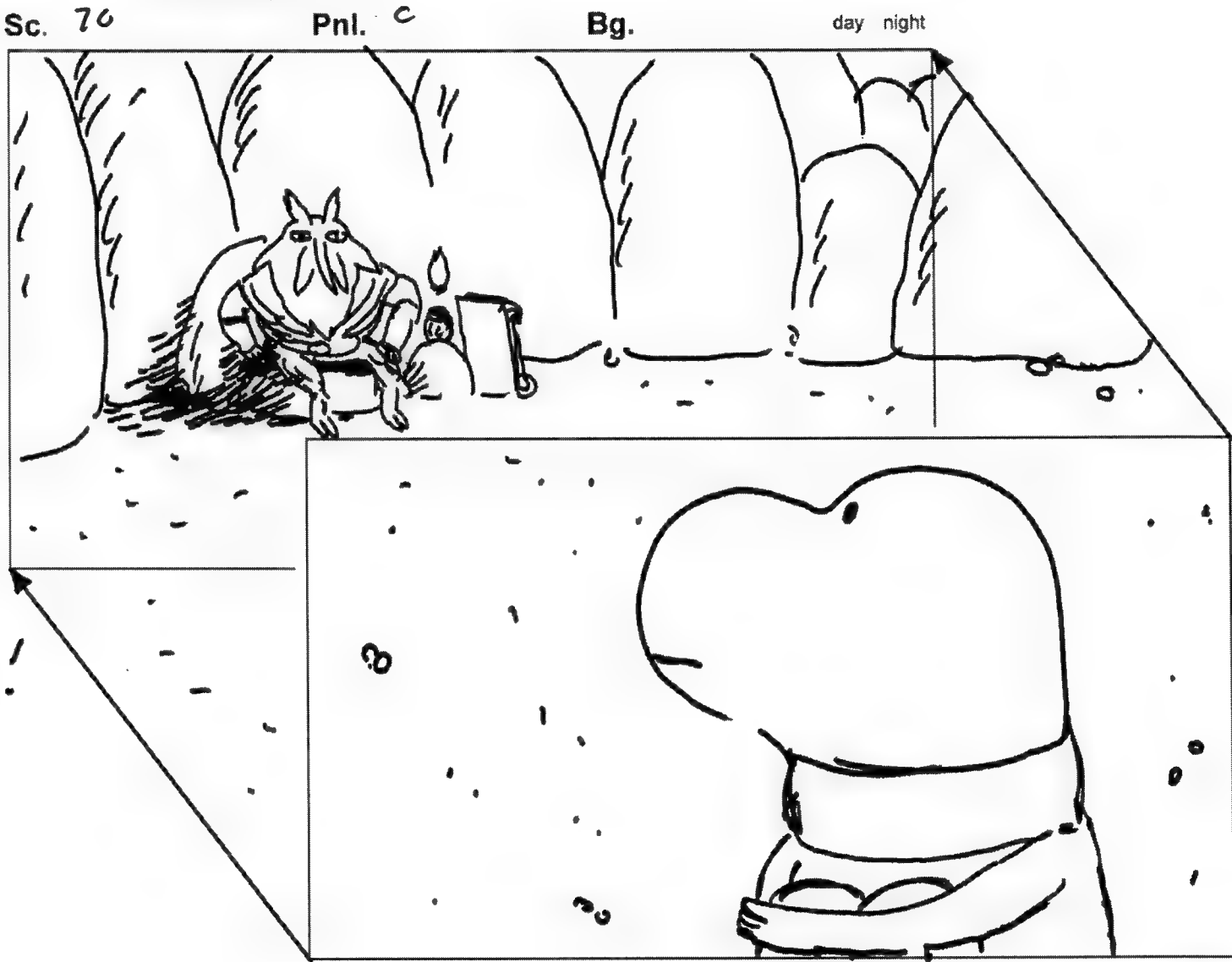
UE/O.S.

GUNTHER!

EPISODE # 1025-178  
Production :



ADVENTURE TIME



Dialog:

(UE) I SAID CHIMES!

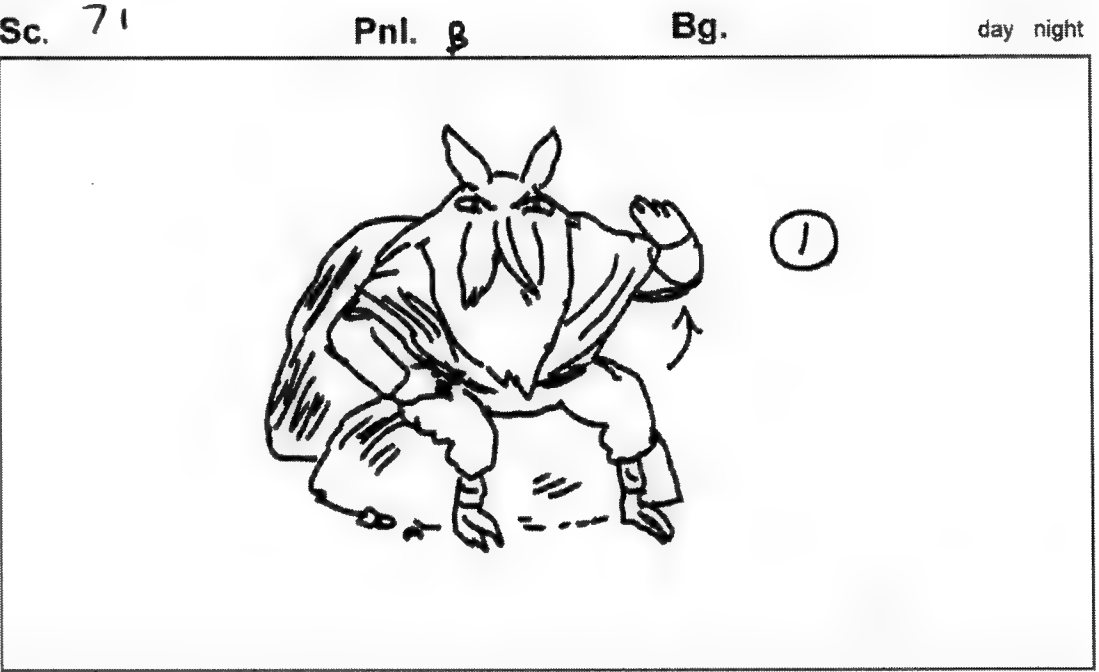
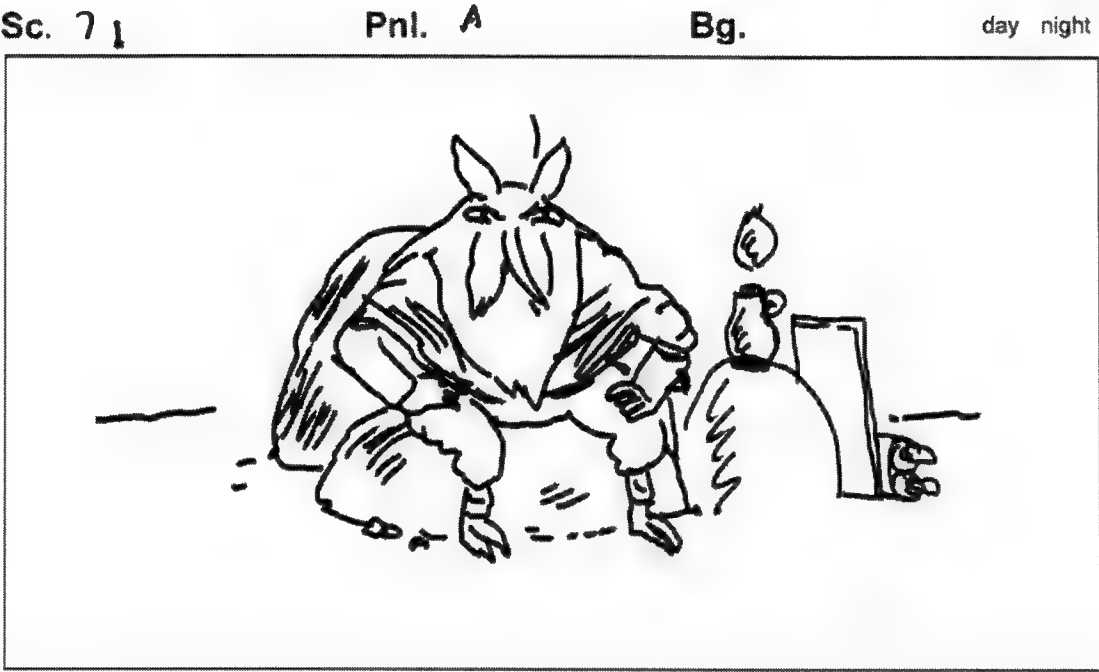
Action:

Timing:

Production :  
EPISODE # 1025-178

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ADVENTURE TIME



Dialog:

Action:

Timing:

(SFX) (2) SLAP!



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ADVENTURE TIME

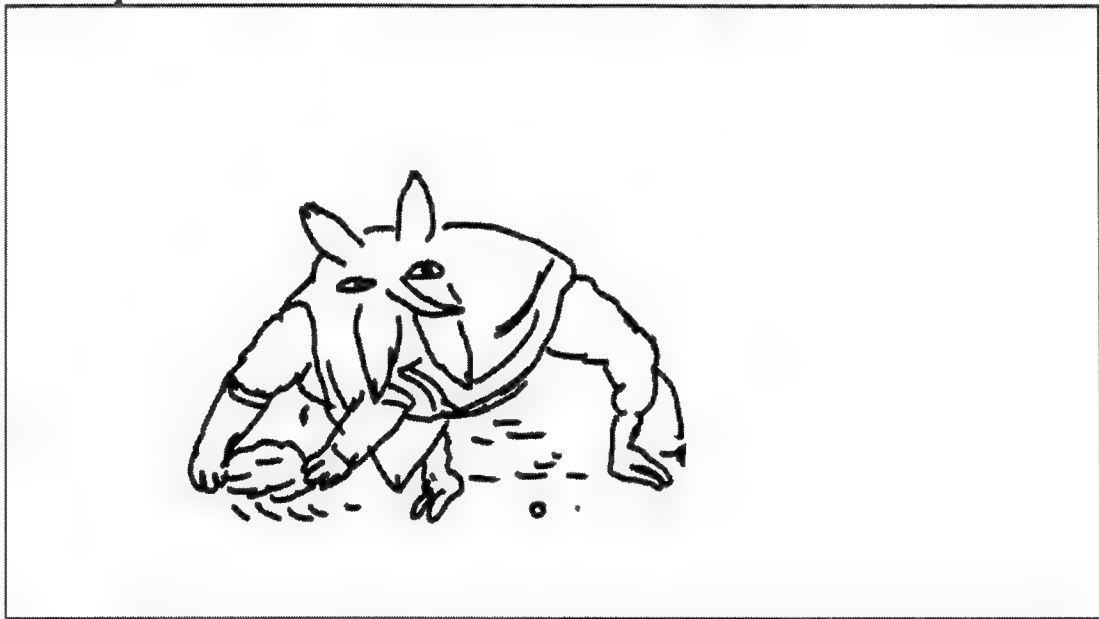


Sc. 71

Pnl. C

Bg.

day night



Sc. 71

Pnl. D

Bg.

day night



Dialog:
UE/ GUNTHER , NO!
Action:
Timing:

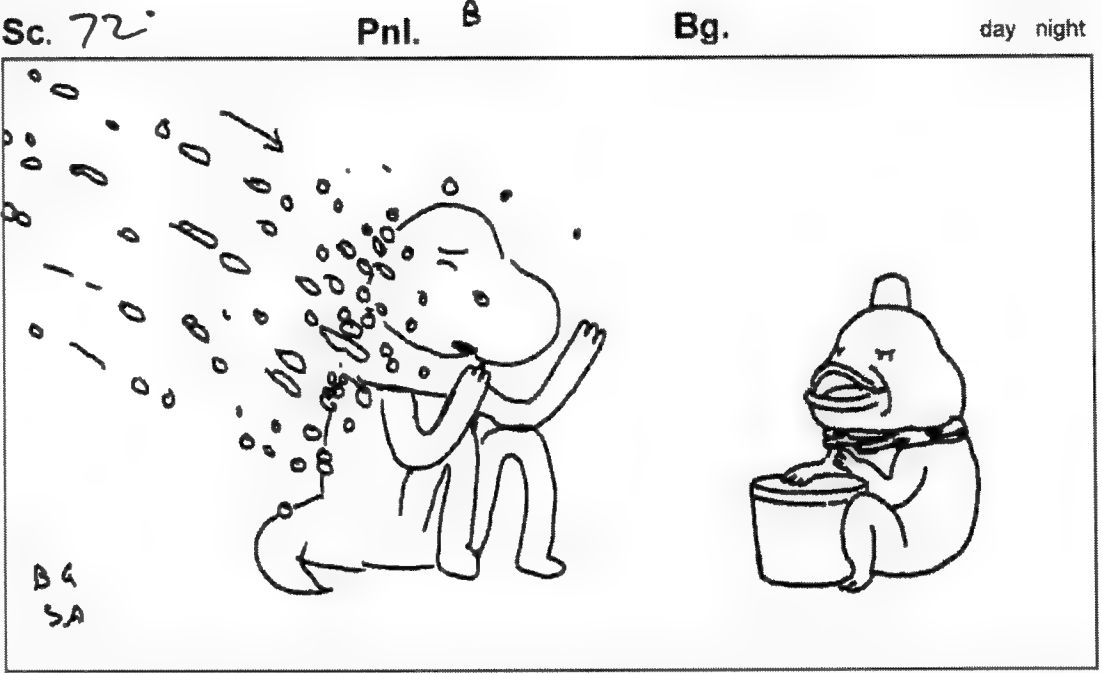
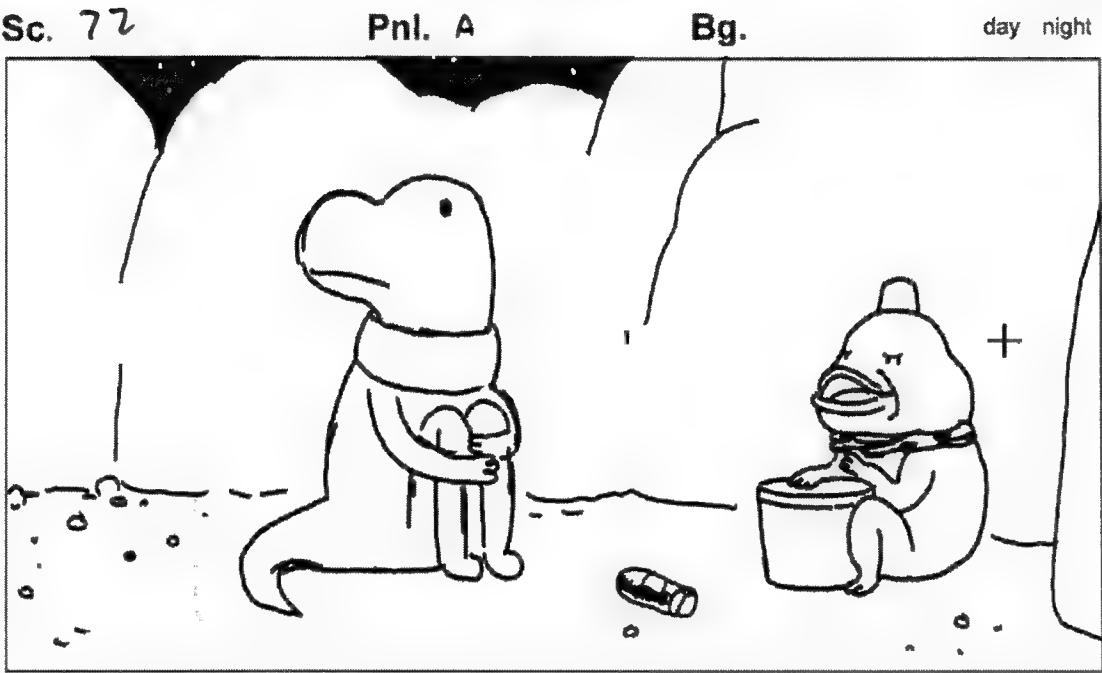
Production :

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# ADVENTURE TIME



Dialog:

Action: SAME NUMBERING AND POSITIONING AS PREV. DRUM CYCLE. USE WHATEVER ORDER THAT WAS DECIDE UPON. - S.W.

Timing:

1A 2B 2A 2B HIT WITH DIRT.

1025-178

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ADVENTURE TIME

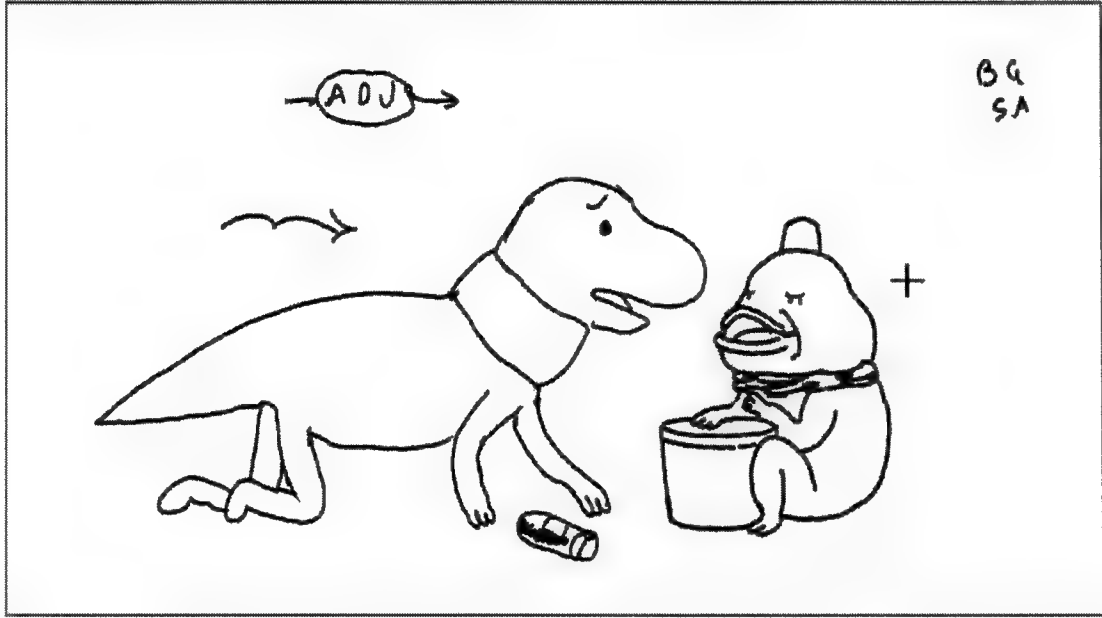


Sc. 72

Pnl. C

Bg.

day night



Sc. 72

Pnl. D

Bg.

day night



Dialog:  
@ SORRY. SORRY MASTER, I'LL PUT HIM BACK.

Action:  
PICKS UP BOTTLE. TRIES TO PUT HIM BACK IN THE BOTTLE. IMP KEEPS PLAYING AND SMILING.

Timing:



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ADVENTURE TIME

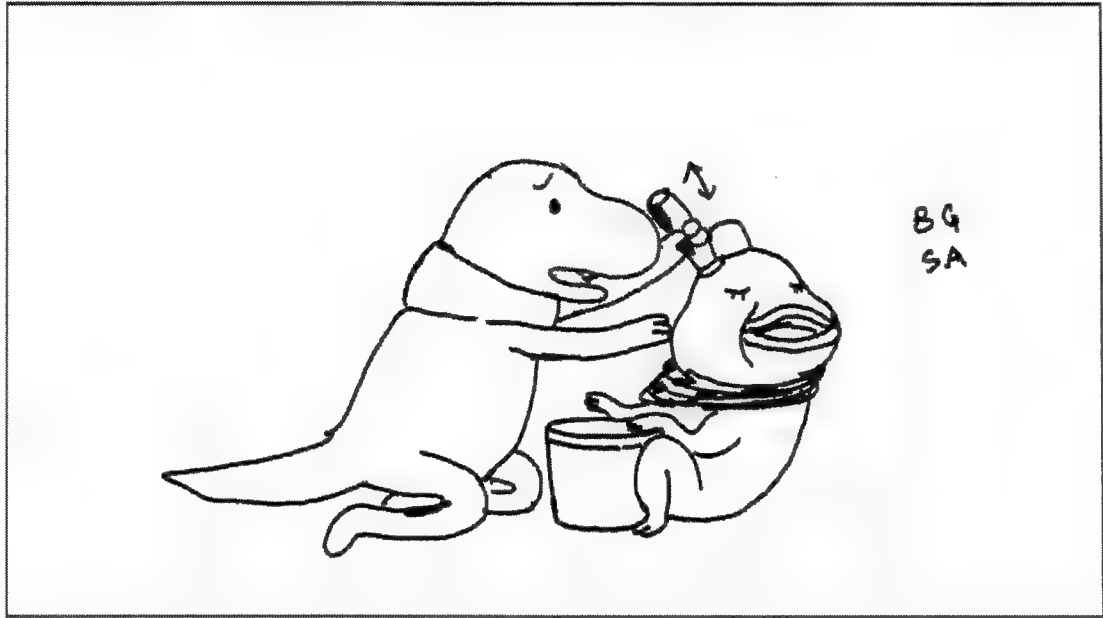


Sc. 72

Pnl. E

Bg.

day night



Sc. 73

Pnl. A

Bg.

day night



Dialog:

(IMP) (CONT.) · EEEEEY!

Action:

Timing:

EPISODE #

1025-178

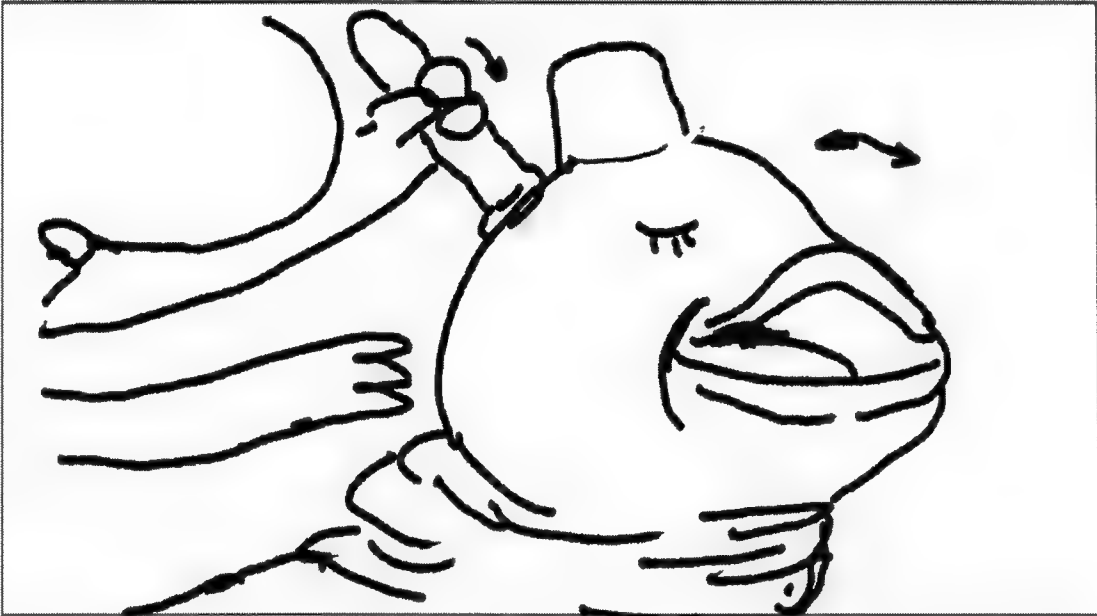
Production :

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ADVENTURE TIME



Sc. 73 Pnl. B Bg. day night



Sc. 74 Pnl. A Bg. day night



Dialog:	(IMP) / MMM - WHAT ?	(UE) / SIGH NEVERMIND. TAKE NINA AND MAKE YOURSELF USEFUL.
Action:		
Timing:		

EPISODE # 1025-178  
Production :

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ADVENTURE TIME



Sc. 74

Pnl. B

Bg.

day night



Sc. 74

Pnl. C

Bg.

day night



Dialog:
Action:
Timing:

GLASS JAR.

Production :

EPISODE #

1025-178



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# ADVENTURE TIME



Page 107

Sc. 74

Pnl. P

Bg.

day night

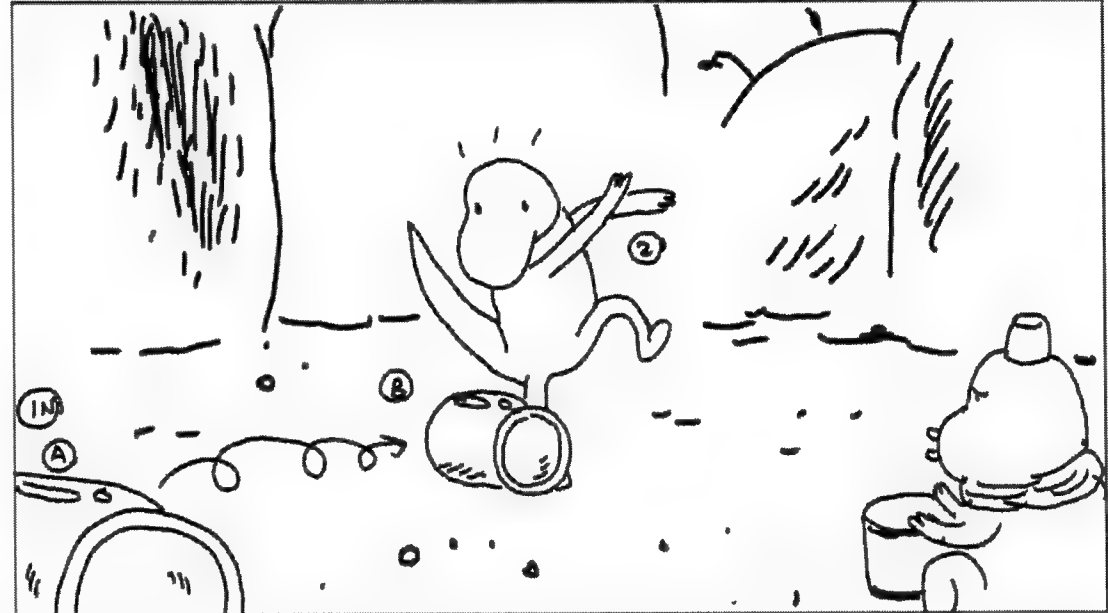


Sc. 75

Pnl. A

Bg.

day night



Dialog:

(UE) / HERE,

(UE)

TAKE THE JAR AND

Action:

Timing:



1025-178

EPISODE #

Production :

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ADVENTURE TIME

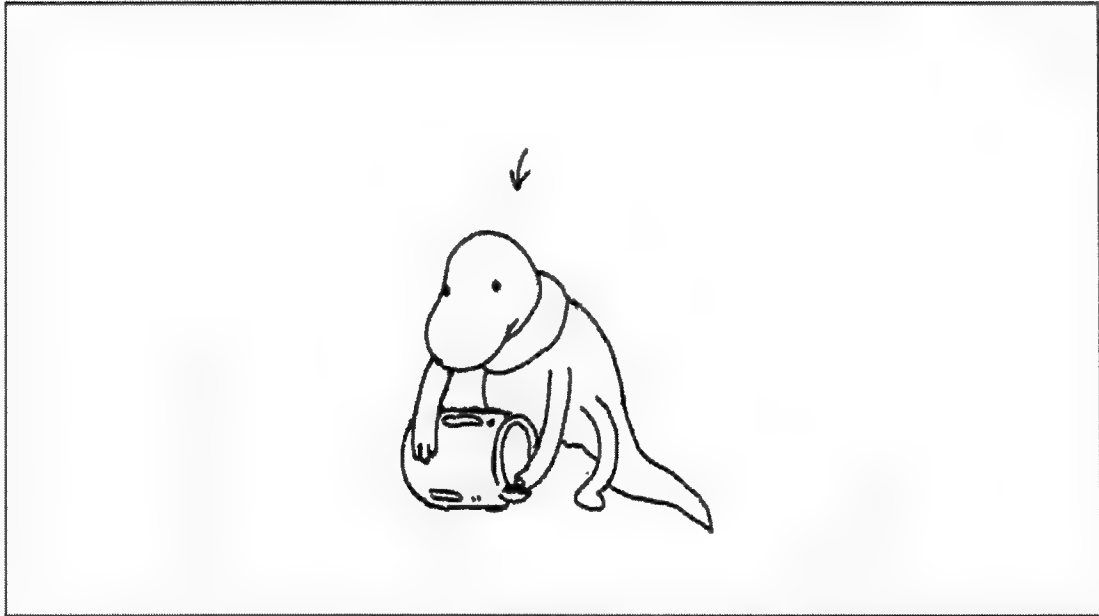


Sc. 75

Pnl. 8

Bg.

day night

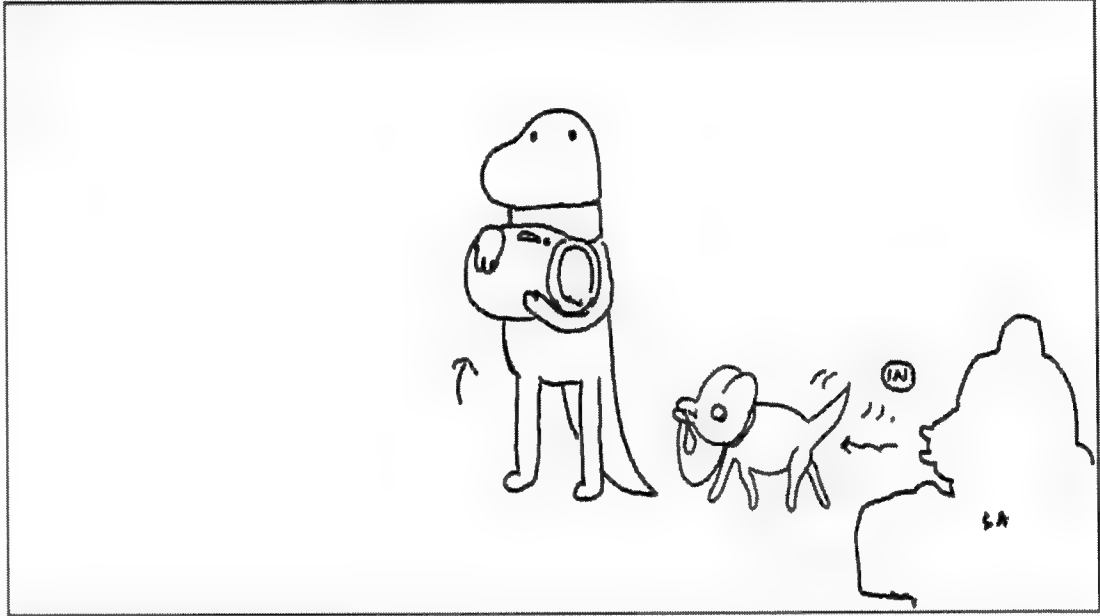


Sc. 75

Pnl. c

Bg.

day night



Dialog:

~~UE~~ CONT

FIND ME SOME WATER.

Action:

Timing:

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# ADVENTURE TIME



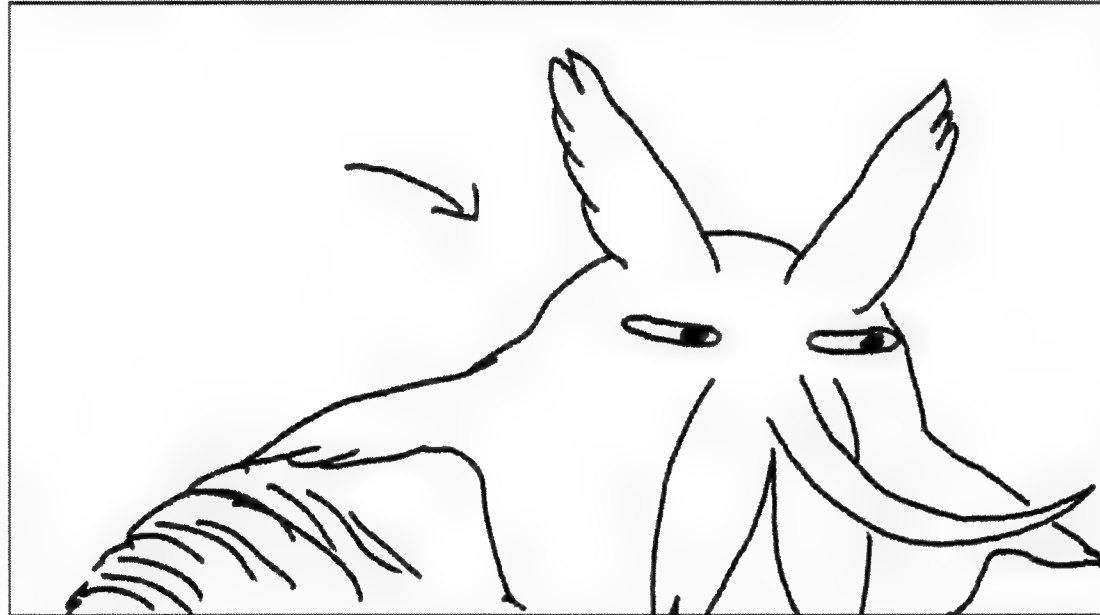
Page 109

Sc. 76

Pnl. A

Bg.

day night

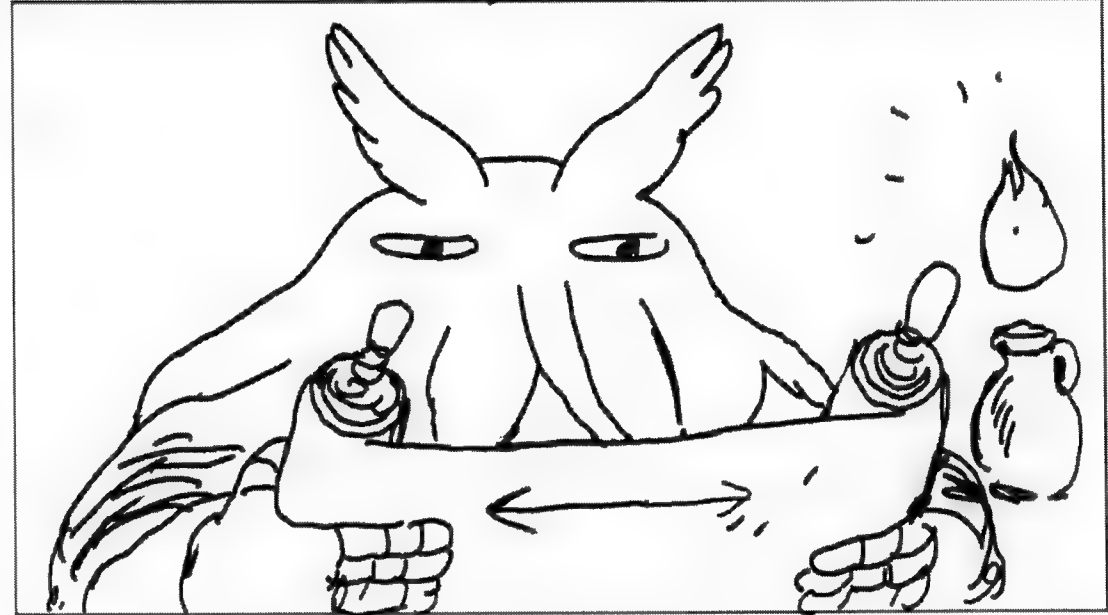


Sc. 76

Pnl. B

Bg.

day night



Dialog:

UE/ THERE'S NOT ENOUGH MOISTURE IN THE AIR FOR  
ME TO MAKE US AN ICE CAMP.

Action:

REACHING FOR SCROLL.

GOES BACK TO READING

Timing:

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# ADVENTURE TIME



Page 110

Sc. 77

Pnl. A

Bg.

day night



Sc. 77

Pnl. B

Bg.

day night



Dialog:

Q/ O K A Y

Action:

Timing:

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Production :

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ADVENTURE TIME

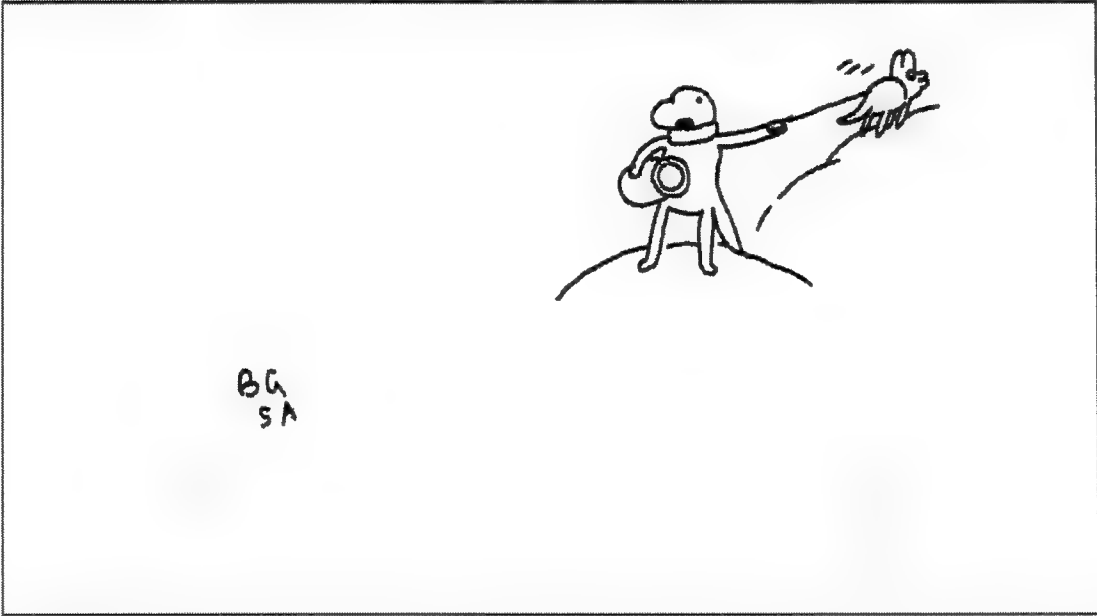


Sc. 77

Pnl. C

Bg.

day night

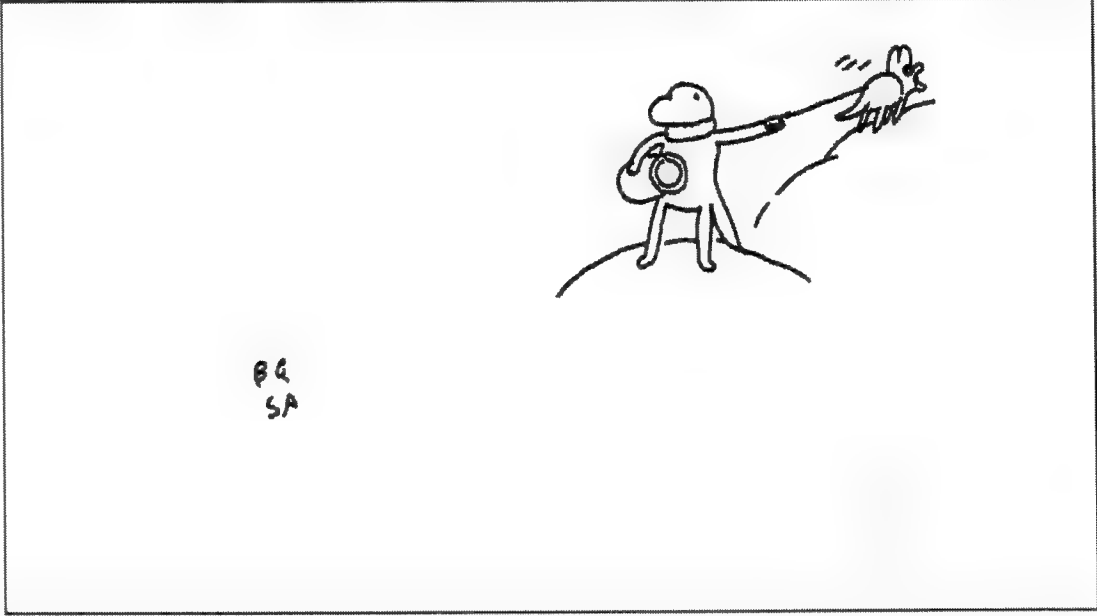


Sc. 77

Pnl. D

Bg.

day night



Dialog:	UH, MASTER? I'M SORRY, I DON'T Q/ THINK I'VE SEEN ANY WATER AT <u>ALL</u> TODAY.	P/ WEMP!
Action:		
Timing:		

1025-178  
EPISODE #  
Production :

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# ADVENTURE TIME



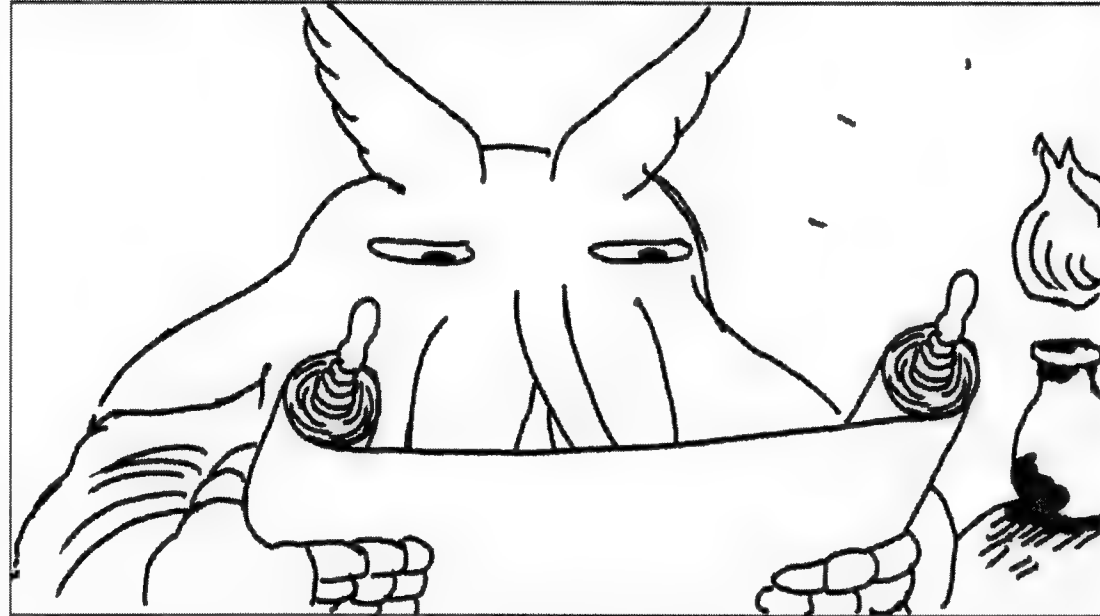
Page 112

Sc. 78

Pnl. A

Bg.

day night



Sc. 79

Pnl. A

Bg.

day night



Dialog:

(UE) JUST DO IT.  
DON'T ANGER DADDY.

Action:

(READING:  
BACK &  
FORTH)

Timing:



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Production :

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# ADVENTURE TIME



Sc. 79 Pnl. B Bg. day night

BG  
SA

Sc. 79 Pnl. C Bg. day night

BG  
SA

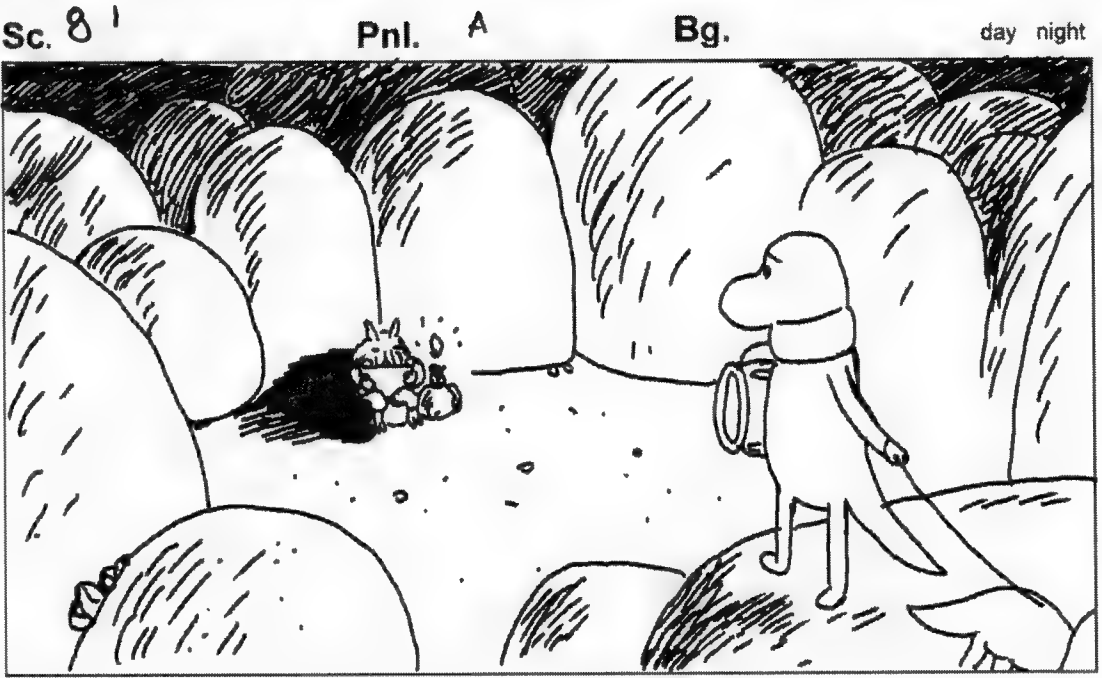
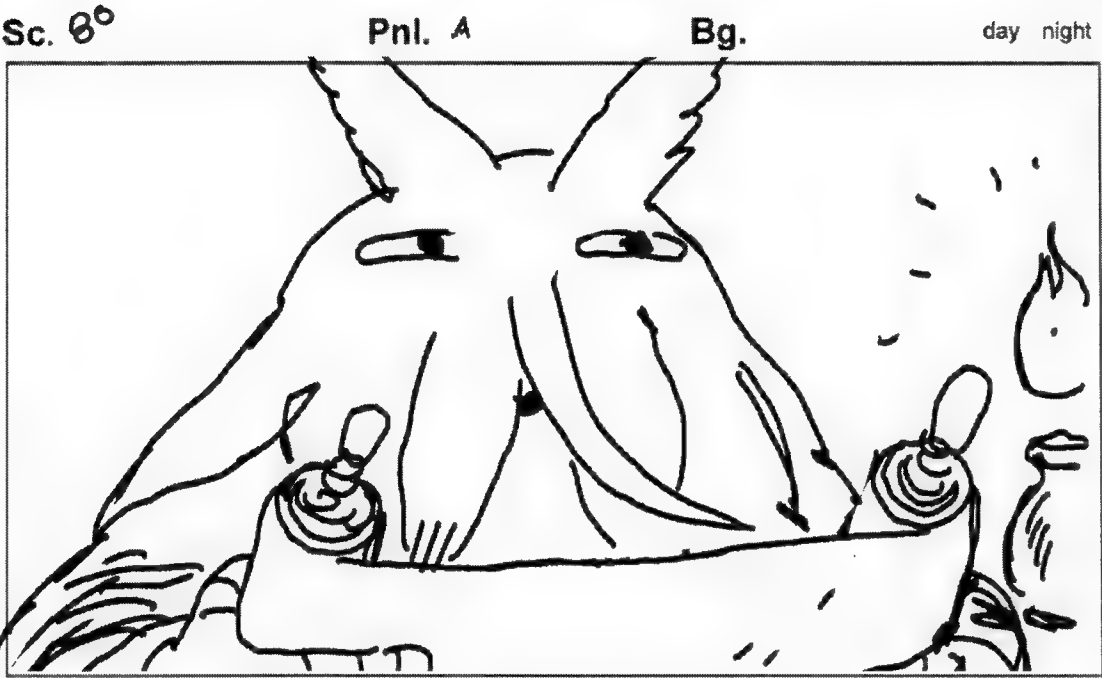
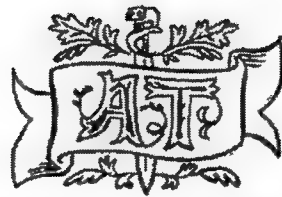
Dialog:	Q/ <u>WAIT ---</u>	Q/ ARE YOU MY FATHER??
Action:		
Timing:		

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Production :

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ADVENTURE TIME



Dialog:	(VE) NO BUT I STOLE YOUR EGG AND MUTATED YOUR BRAIN. GET GOIN'
Action:	
Timing:	

1025-178  
EPISODE #  
Production :



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# ADVENTURE TIME



Page 119

Sc. 81

Pnl. B

Bg.

day night

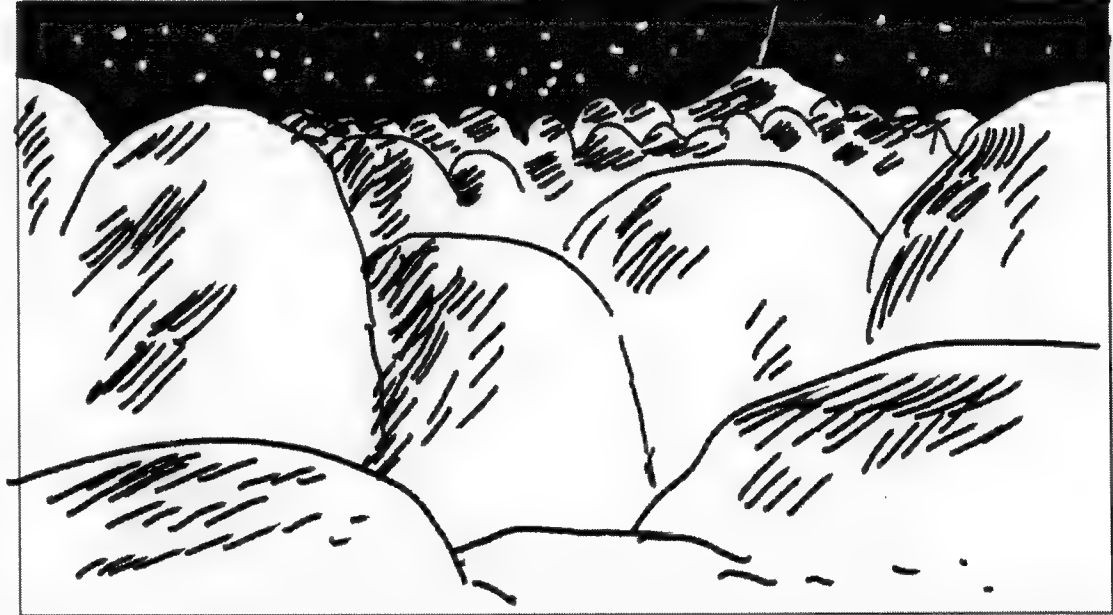


Sc. 82

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

1025-178

Production :

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ADVENTURE TIME

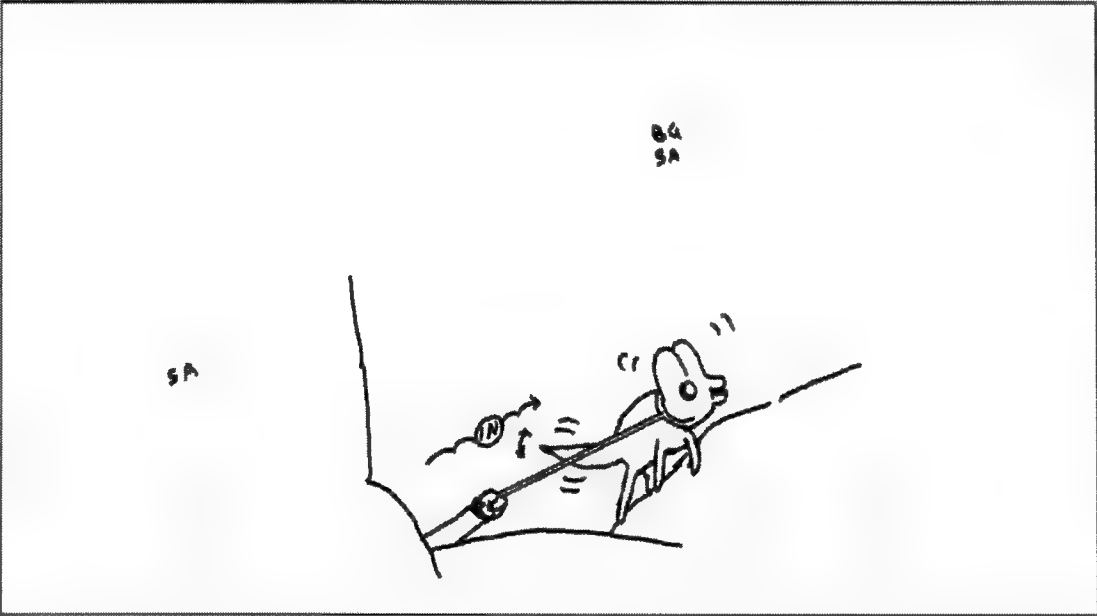


Sc. 82

Pnl. B

Bg.

day night

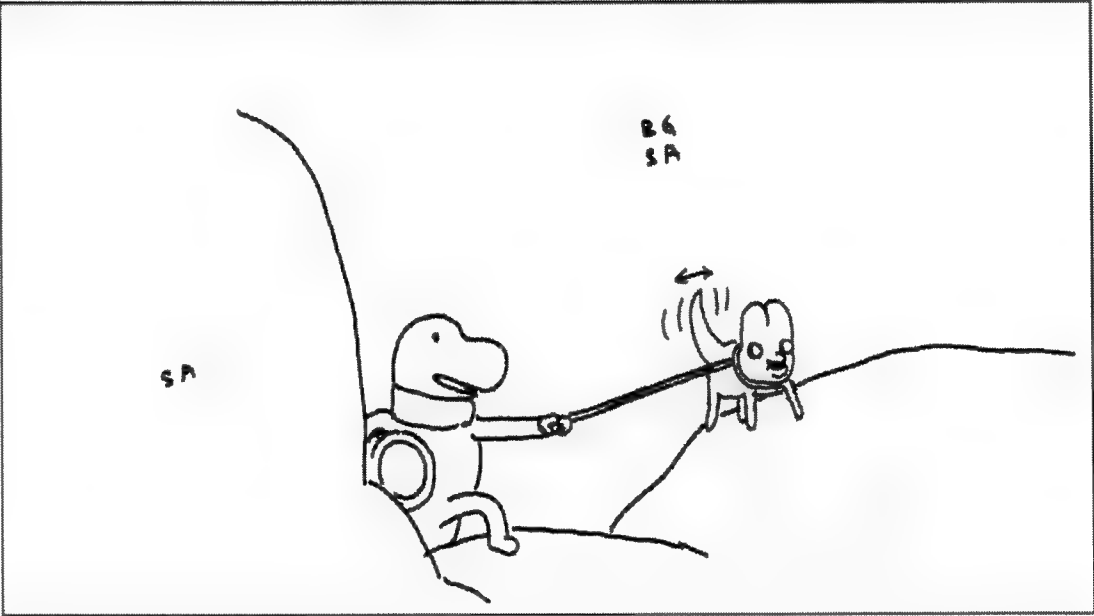


Sc. 82

Pnl. C

Bg.

day night



Dialog:

(NINA) / PANTING

Q/ HEH, YOU DON'T KNOW WHERE YOU'RE  
GOING, DO YOU, GIRL.

(N) WEMP!

Action:

PULLING HARD AGAINST  
THE LEASH.

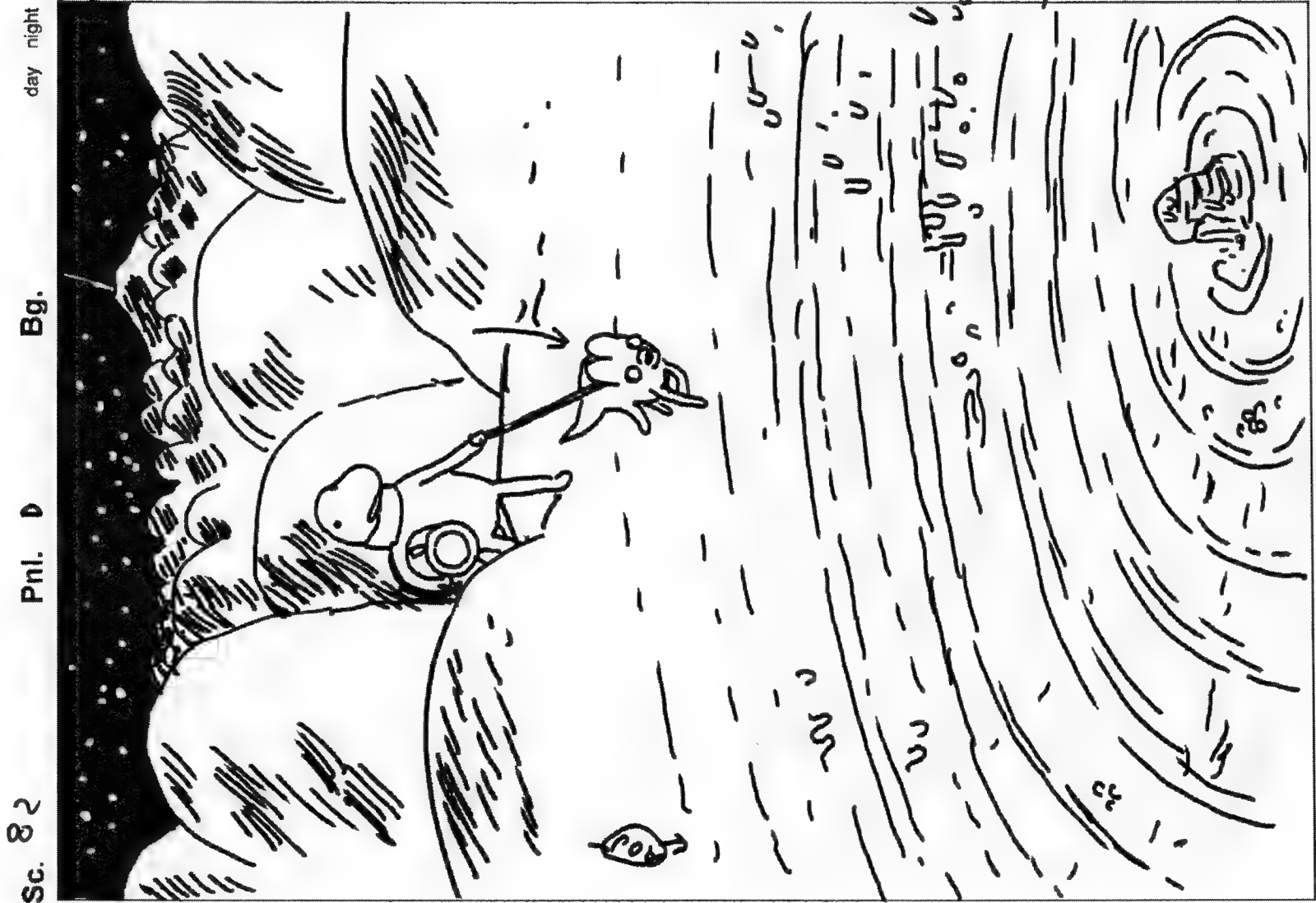
= KIND OF =  
= SMUG =

Timing:

EPISODE # 1025-178

Production :

ADVENTURE TIME



OH.  
GURGELING.  
BASIN, SULFUR HOT SPRING

Production :

EPISODE #

1025-178

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# ADVENTURE TIME



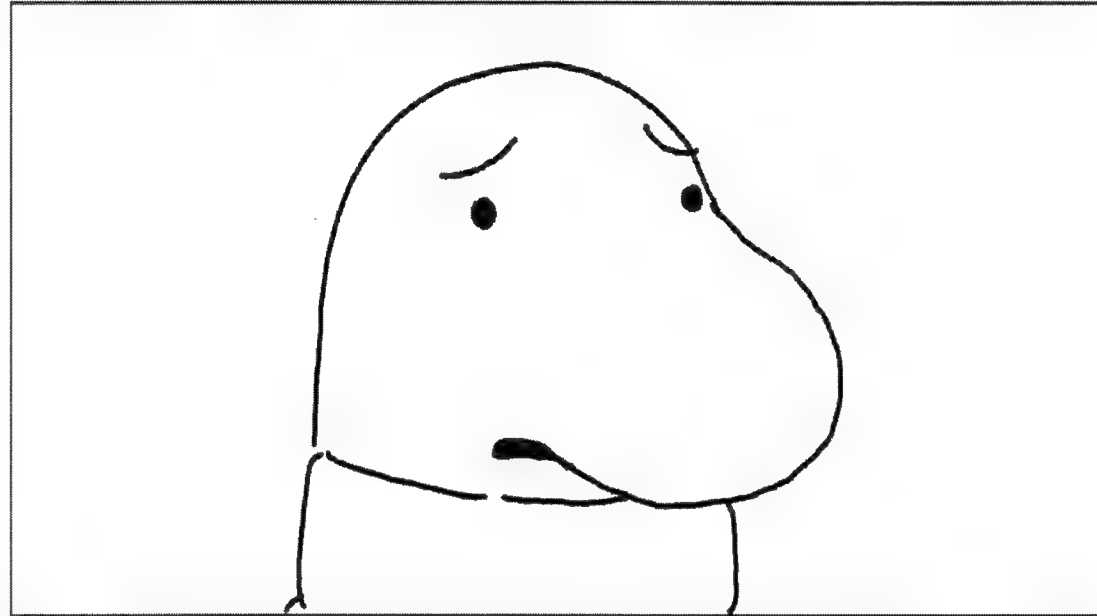
Page 119

Sc. 83

Pnl. A

Bg.

day night

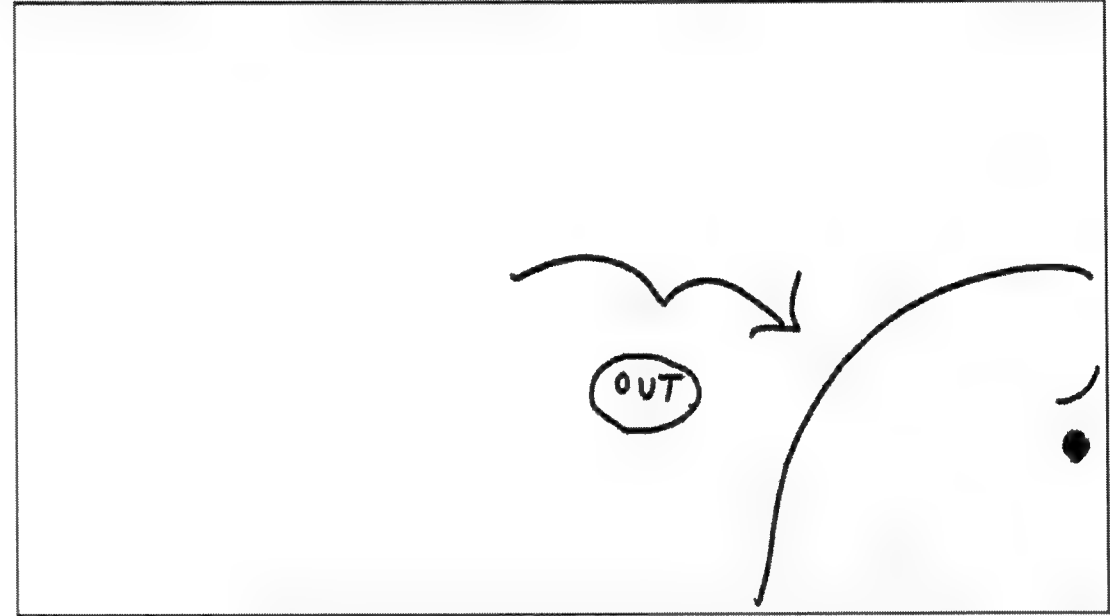


Sc. 83

Pnl. B

Bg.

day night



Dialog:

@/AW. YOU'RE GOOD AT THIS ...

Action:

Timing:

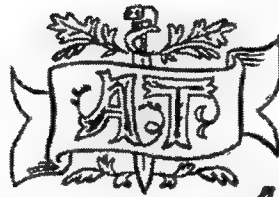
EPISODE #

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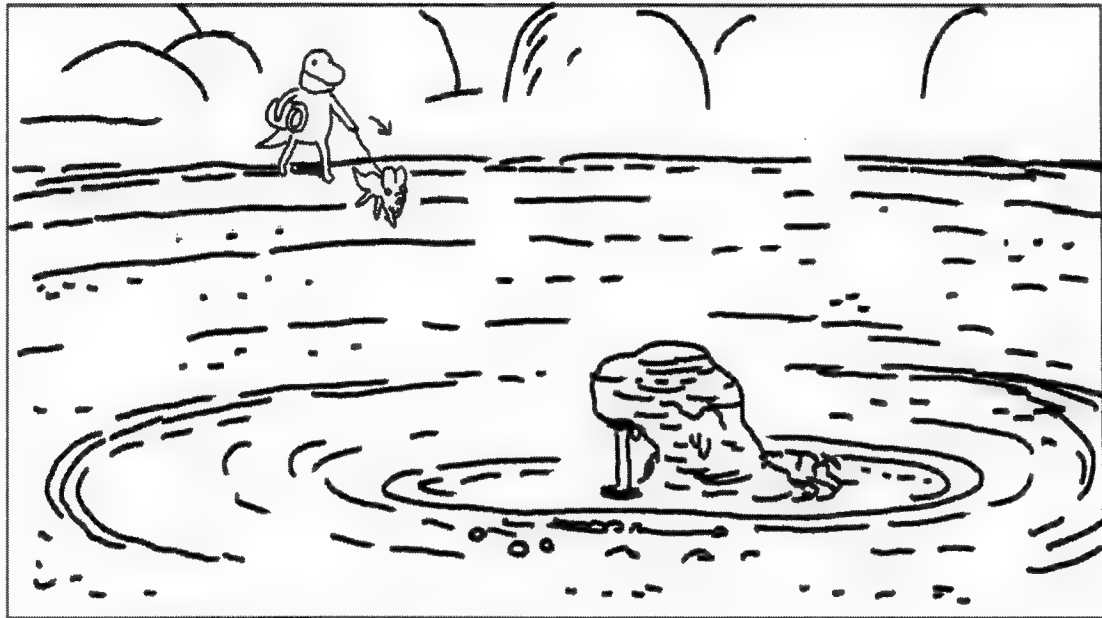


Sc. 84

Pnl. A

Bg.

day night

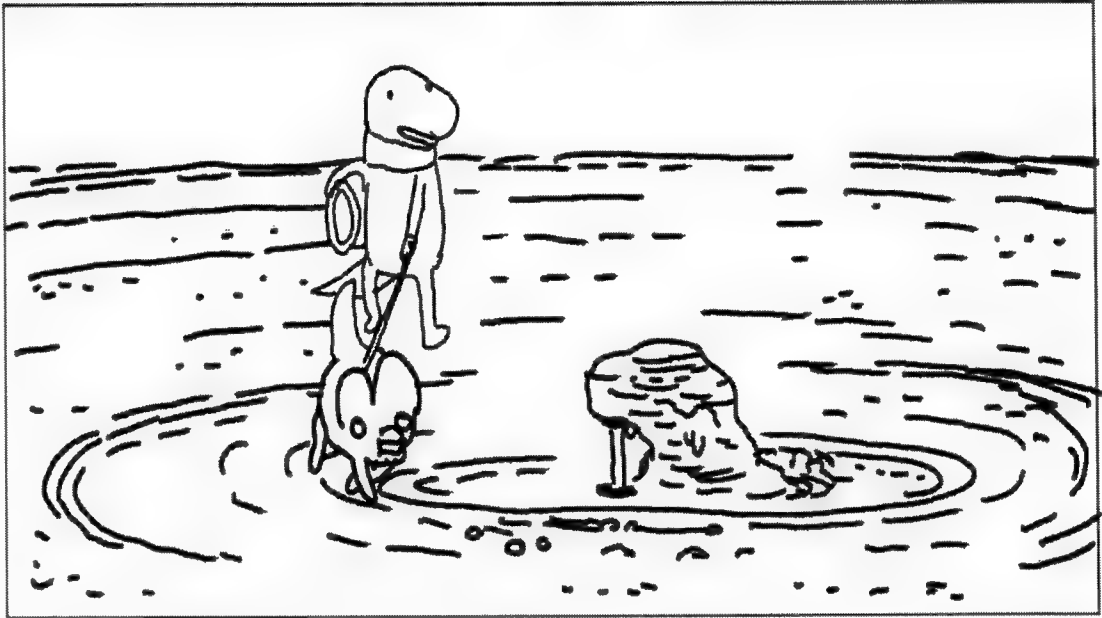


Sc. 84

Pnl. B

Bg.

day night



Dialog:

Q... MAN, YOU KNOW WHO I LIKE? MASTER EVERGREEN.

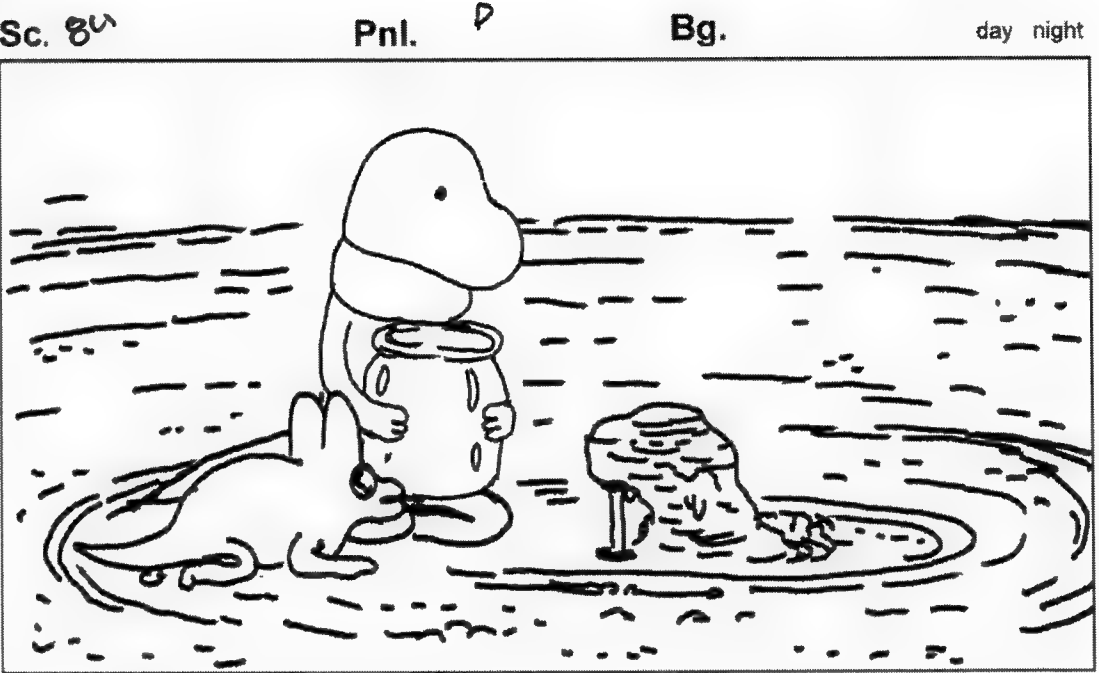
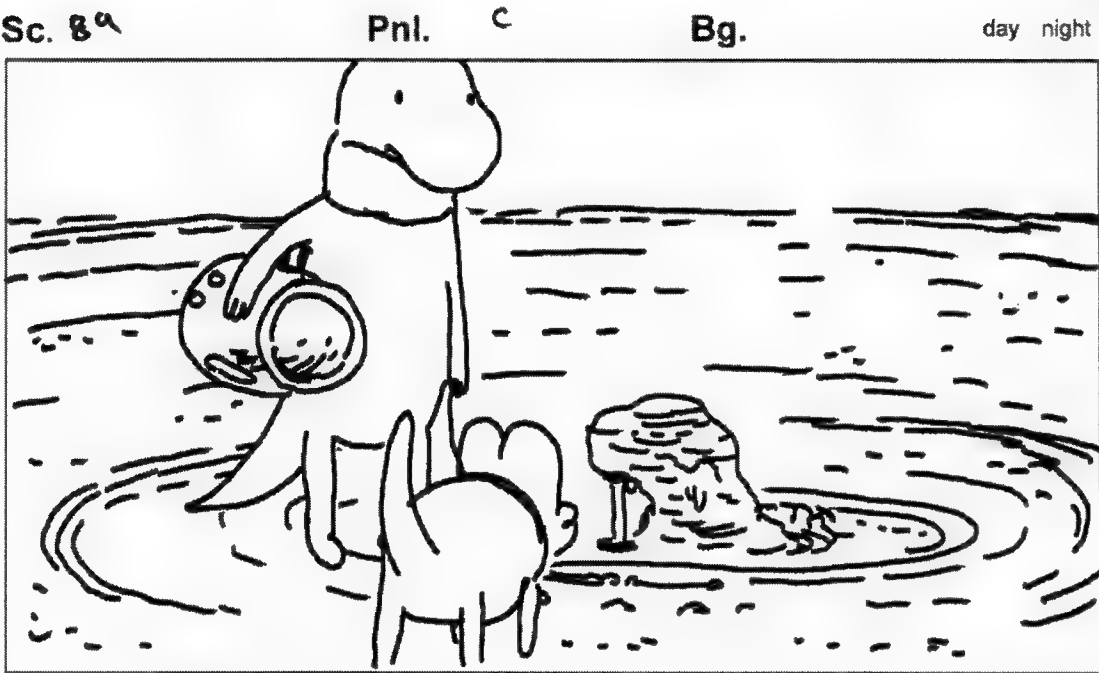
Action:

Timing:

EPISODE # 1025-178  
Production :

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ADVENTURE TIME



Dialog:

G HE CAN DO ANYTHING .

Action:

Timing:

Production :

EPISODE #

1025-178

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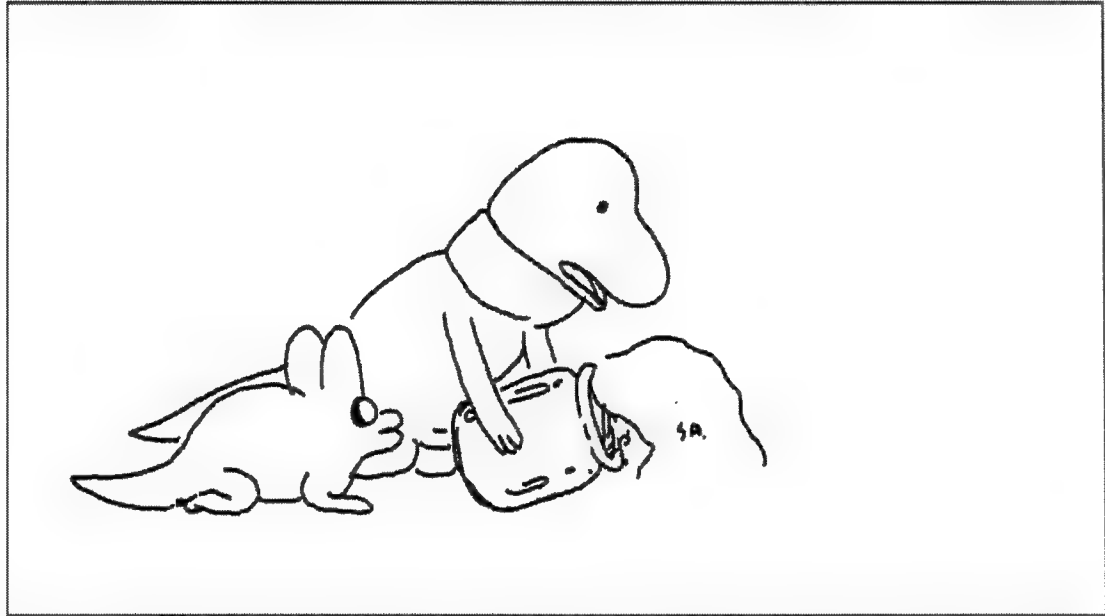


Sc. 84

Pnl. E

Bg.

day night



Sc. 85

Pnl. A

Bg.

day night



Dialog:

ONE THING HE'S GONNA DO, HE SAID HE'S GOING  
TO TEACH ME MAGIC. I CAN BE LIKE HIM!

Action:

Timing:

EPISODE # 1025-178  
Production :

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# ADVENTURE TIME



Page 122

Sc. 85

Pnl. B

Bg.

day night



Sc. 85

Pnl. C

Bg.

day night



Dialog:

@/ HOW ABOUT  
THAT, HUH?

Action:

BEAT

Timing:

EPISODE # 1025-178  
Production :



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# ADVENTURE TIME



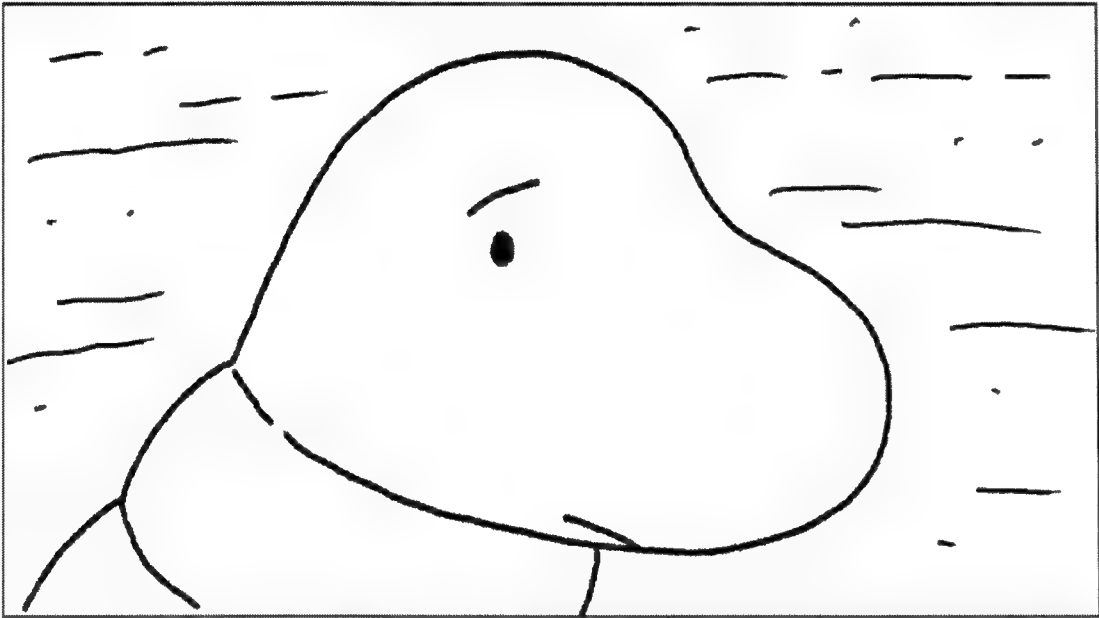
Page 123

Sc. 86

Pnl. A

Bg.

day night

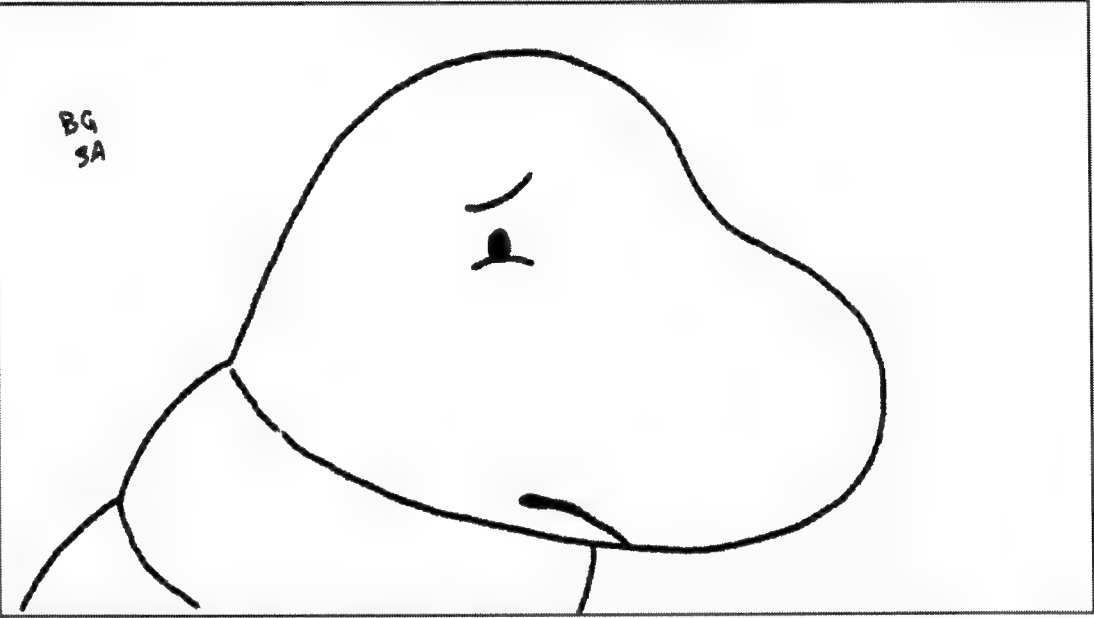


Sc. 86

Pnl. B

Bg.

day night



Dialog:

③ EHHHN.

Action:

Timing:

EPISODE #  
1025-178

Production :

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ADVENTURE TIME

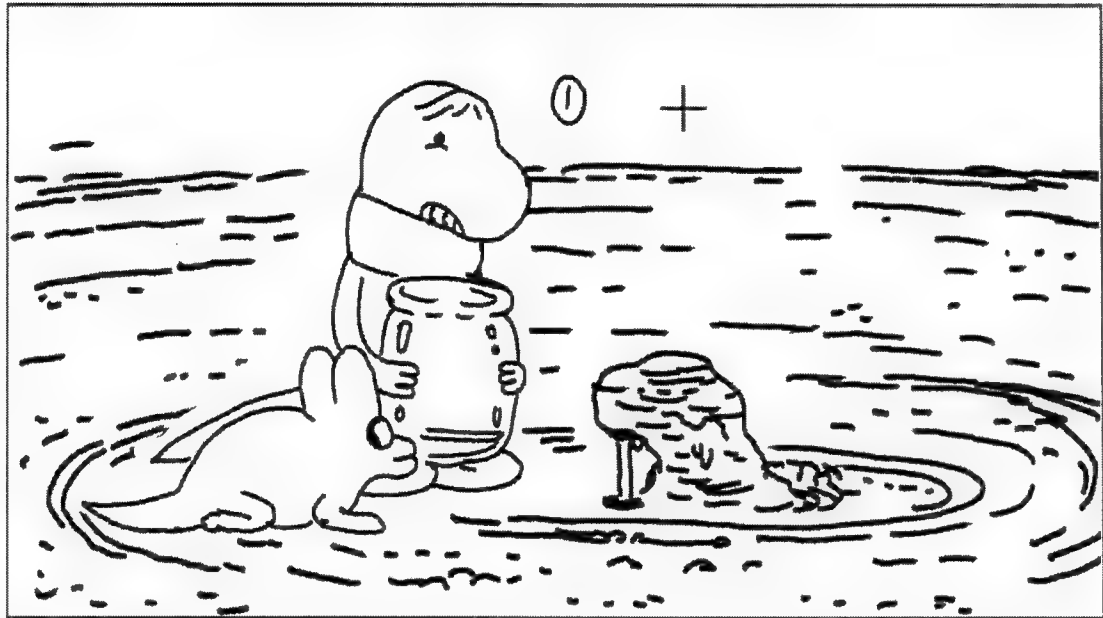


Sc. 87

Pnl. A

Bg.

day night

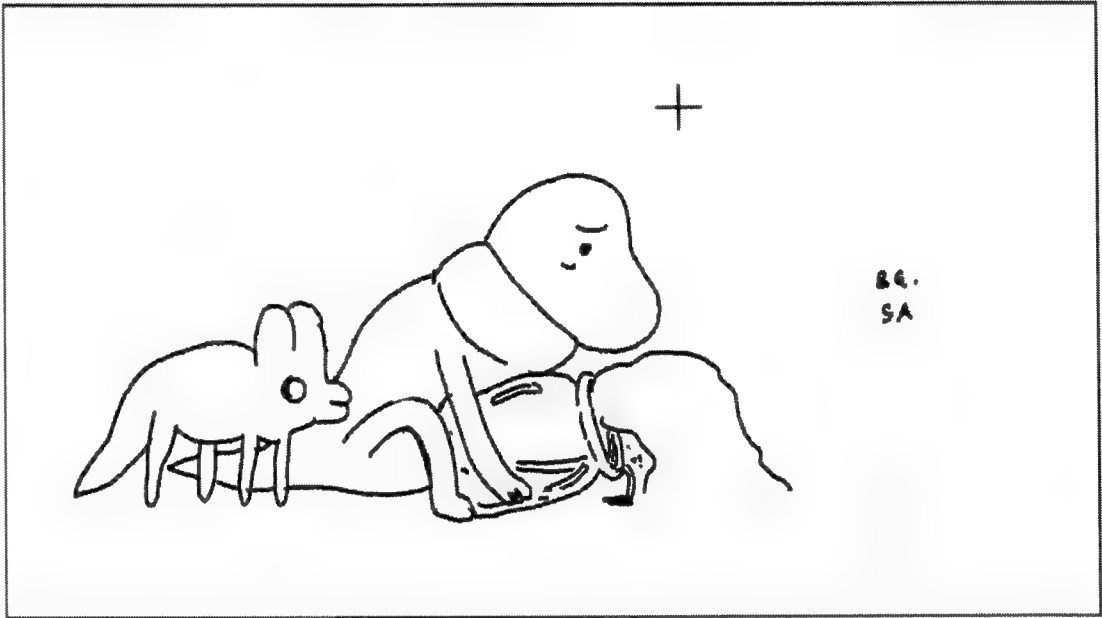


Sc. 87

Pnl. B

Bg.

day night



Dialog:

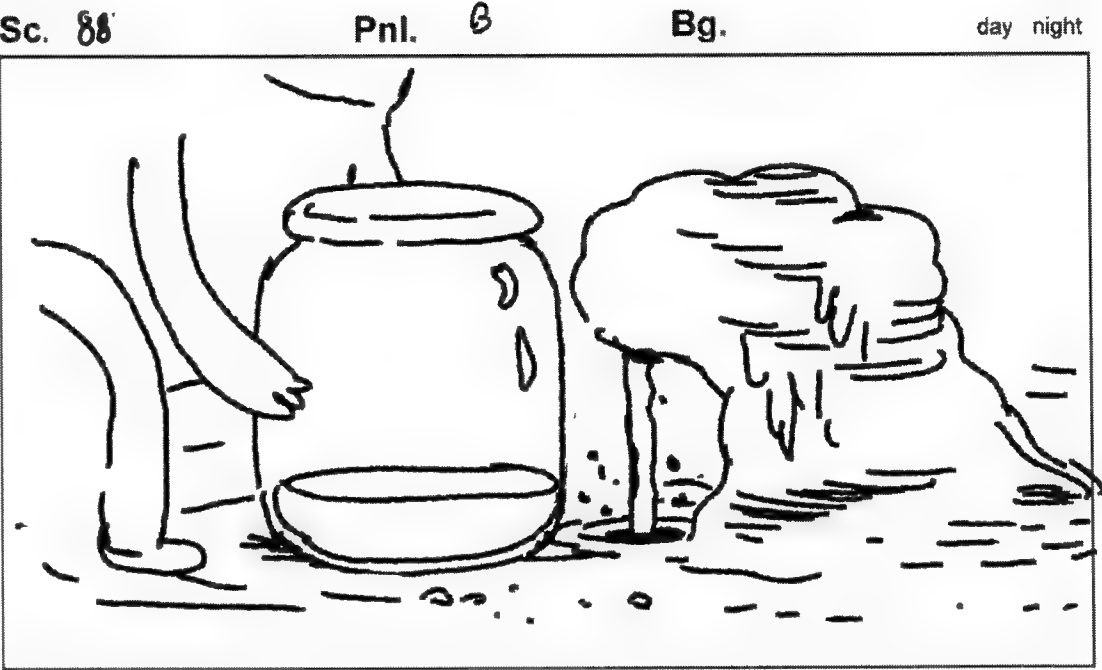
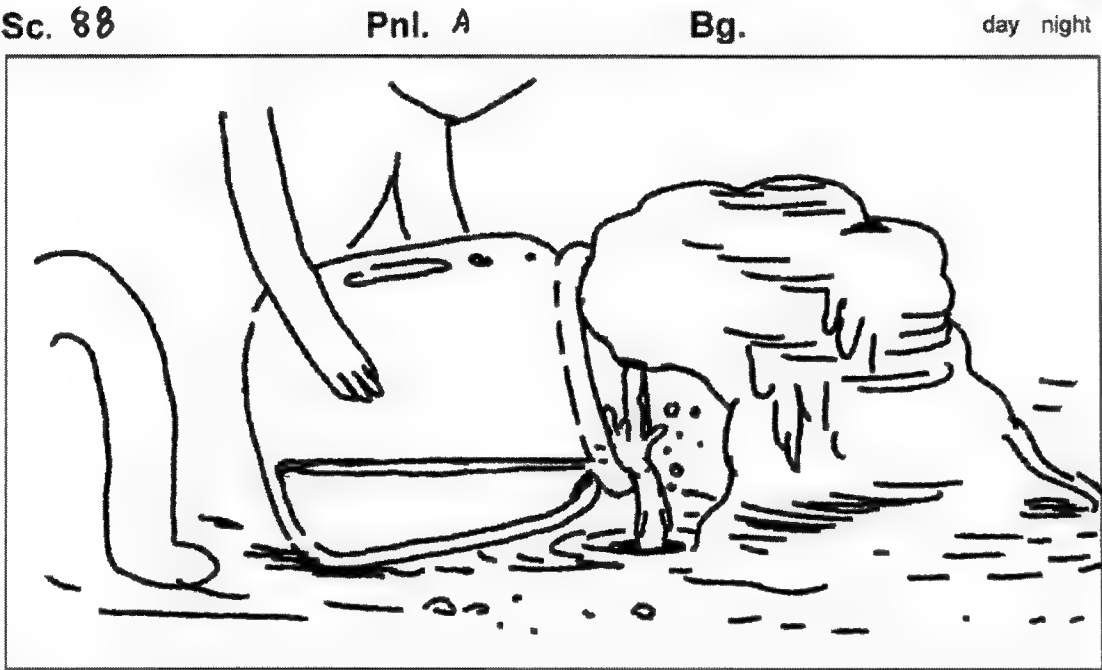
Action:

Timing:



EPISODE # 1025-178  
Production :

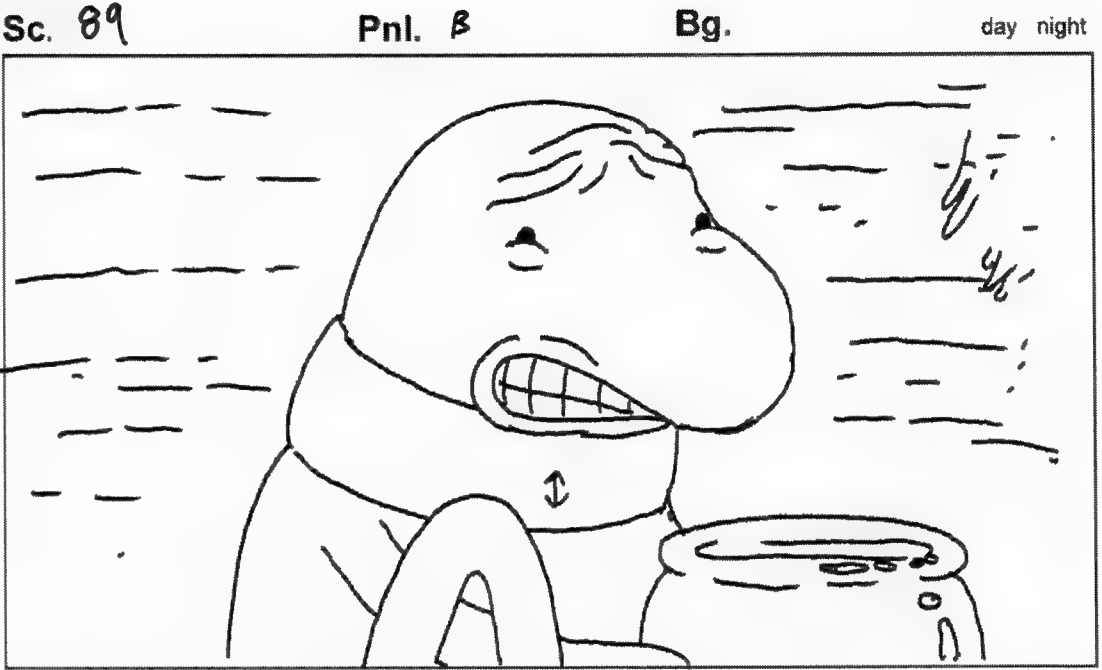
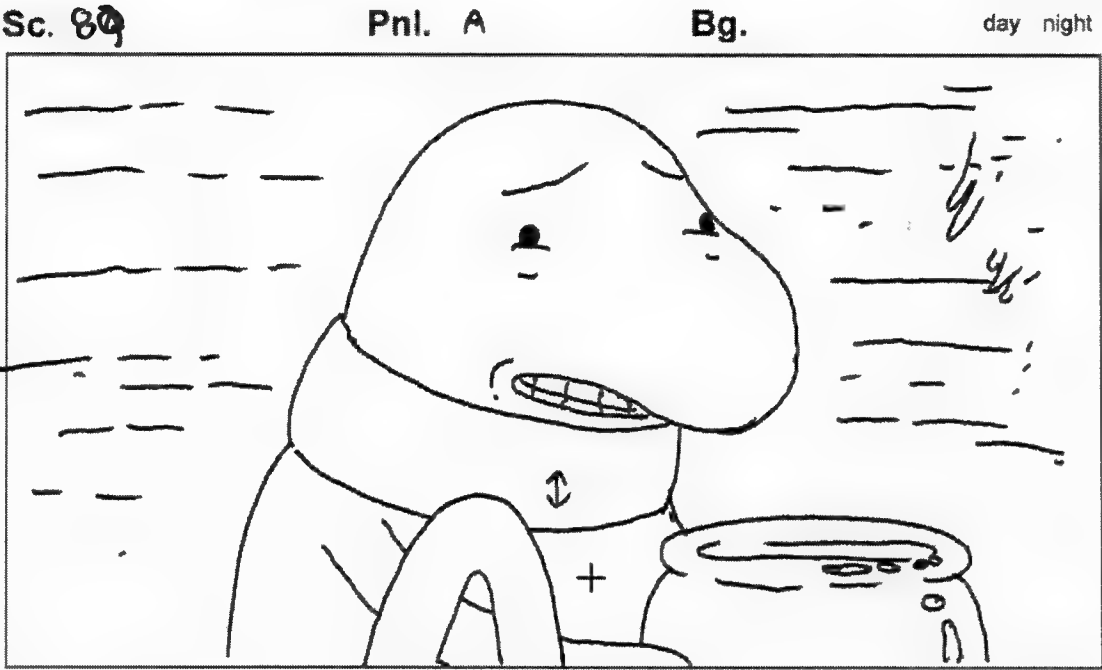
# ADVENTURE TIME



Dialog:
Action:
Timing:

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# ADVENTURE TIME



Dialog:

@ RRRRRRRRR R!

Action:

Timing:

Ⓐ

Ⓑ

RESTLESS LEG.

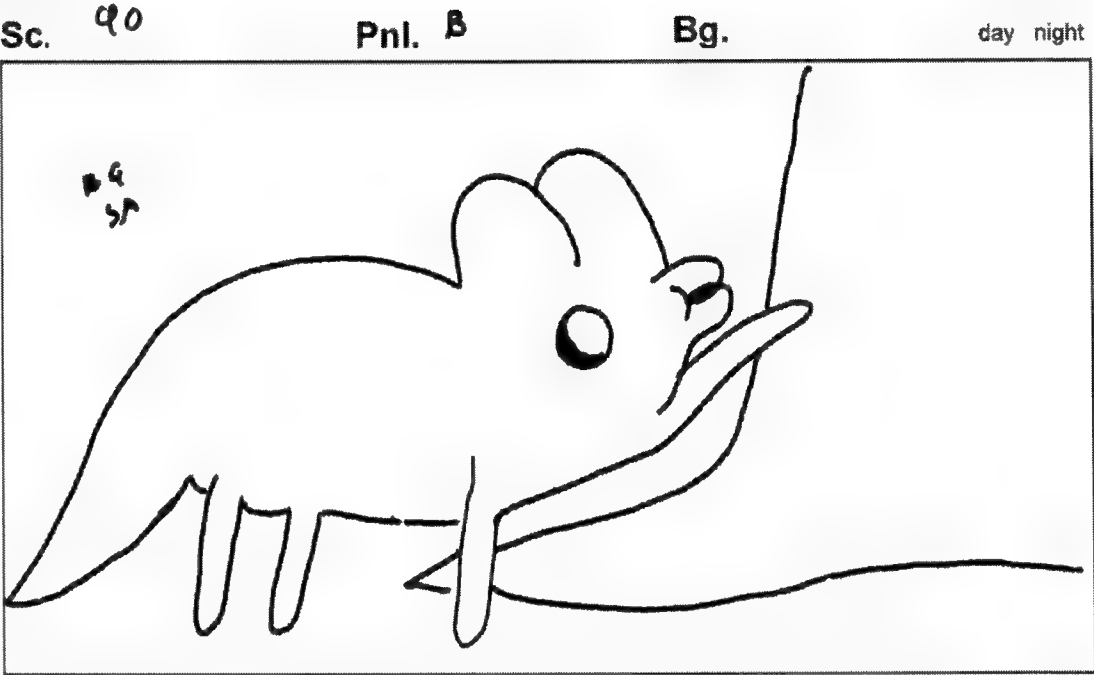
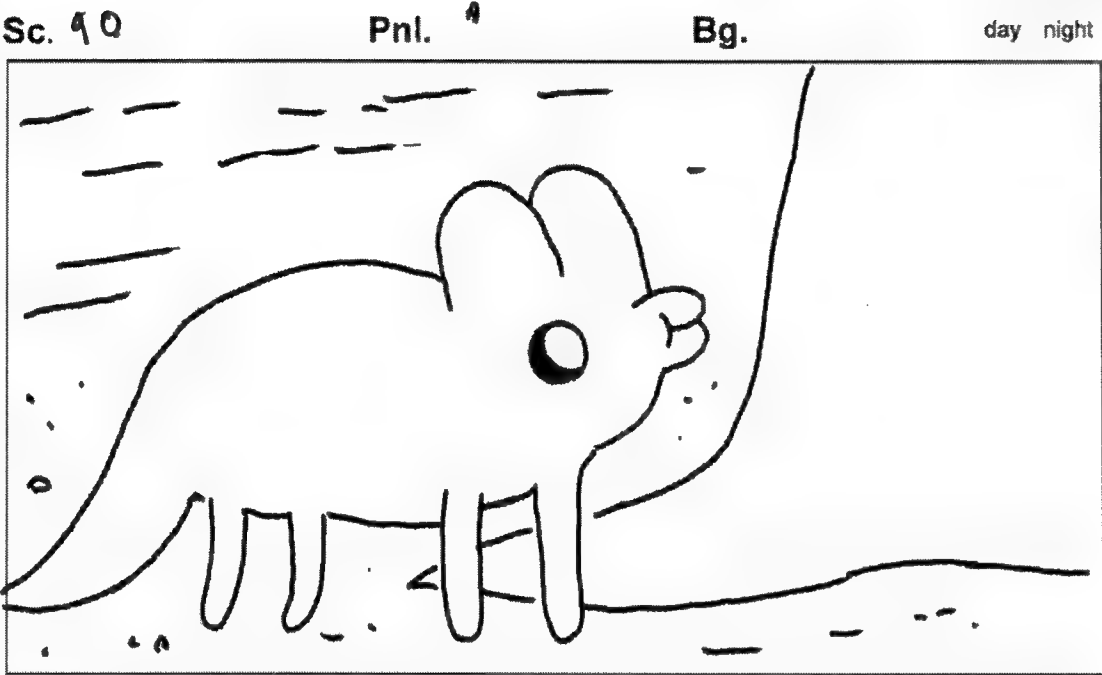
ABAB RAPID

EPISODE # 1025-178

Production :

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ADVENTURE TIME



Dialog:
Ⓝ WEMP.
Action:
Timing:

Production : 1U25-178 EPISODE #

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# ADVENTURE TIME



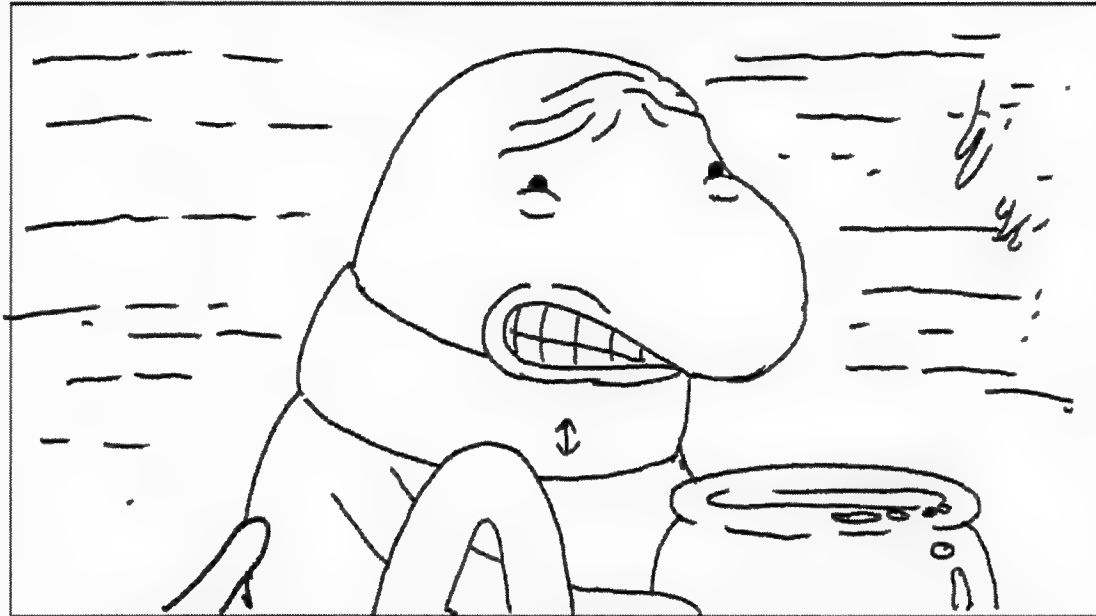
Page 128

Sc. 91

Pnl. A

Bg.

day night

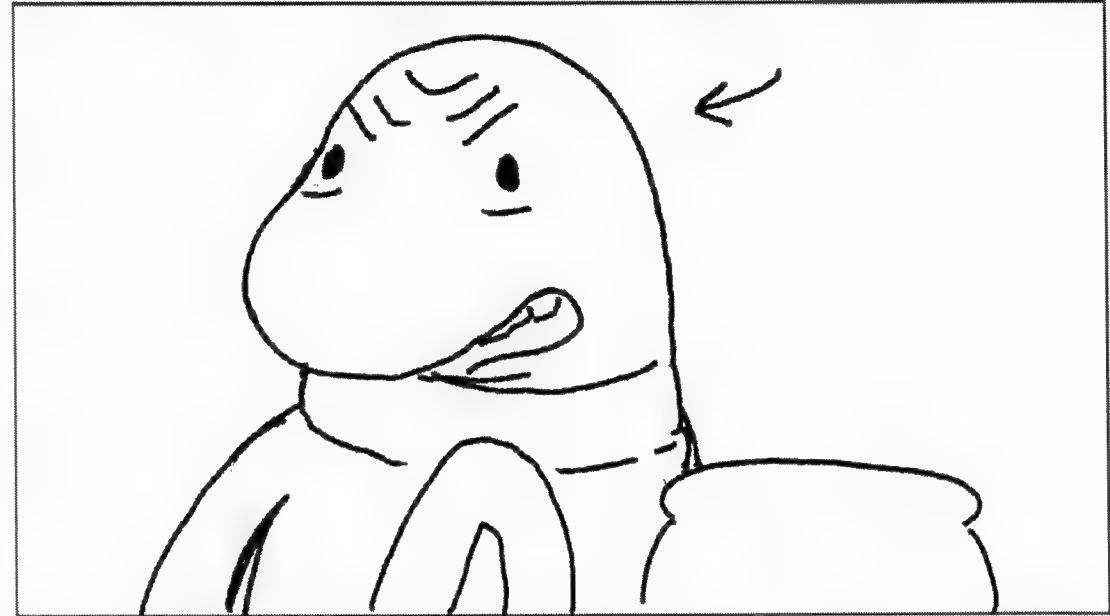


Sc. 91

Pnl. B

Bg.

day night



Dialog:

© NINA , NO!!!

È TENSION SNAP!È

Action:

S.P.

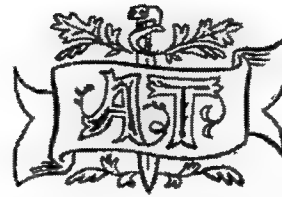
Timing:

EPISODE #  
1025-178

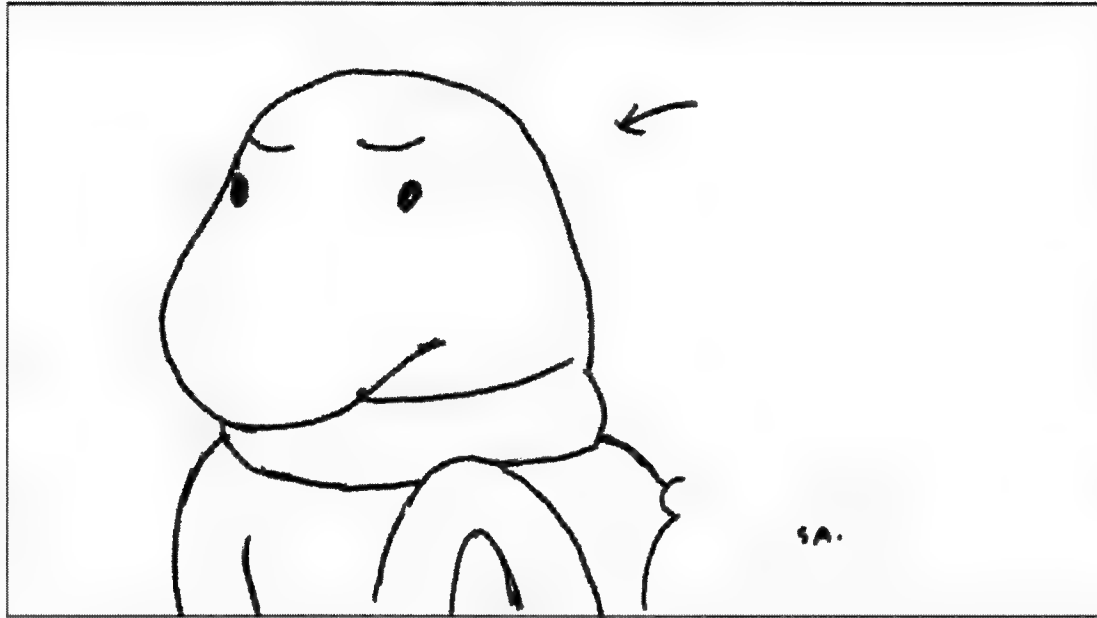
Production :

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ADVENTURE TIME



Sc. 91 Pnl. C Bg. day night



Sc. 92 Pnl. A Bg. day night



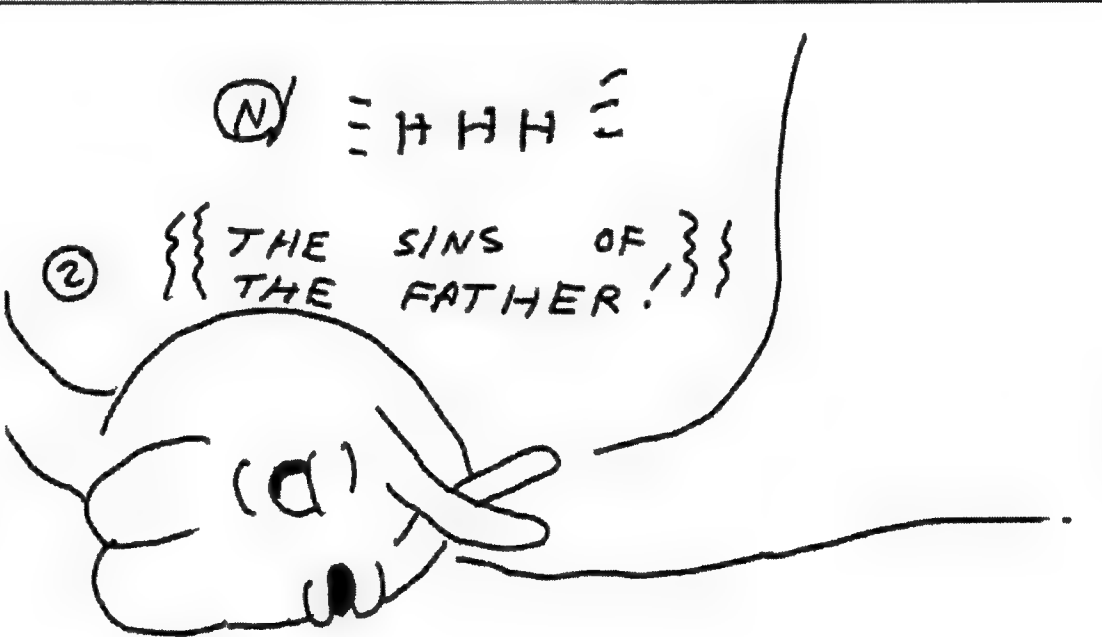
Dialog:

Action:

LEANS IN.

Timing:

THIS POSE  
MIGHT NOT  
BE NEEDED  
S.W.



ADVENTURE TIME

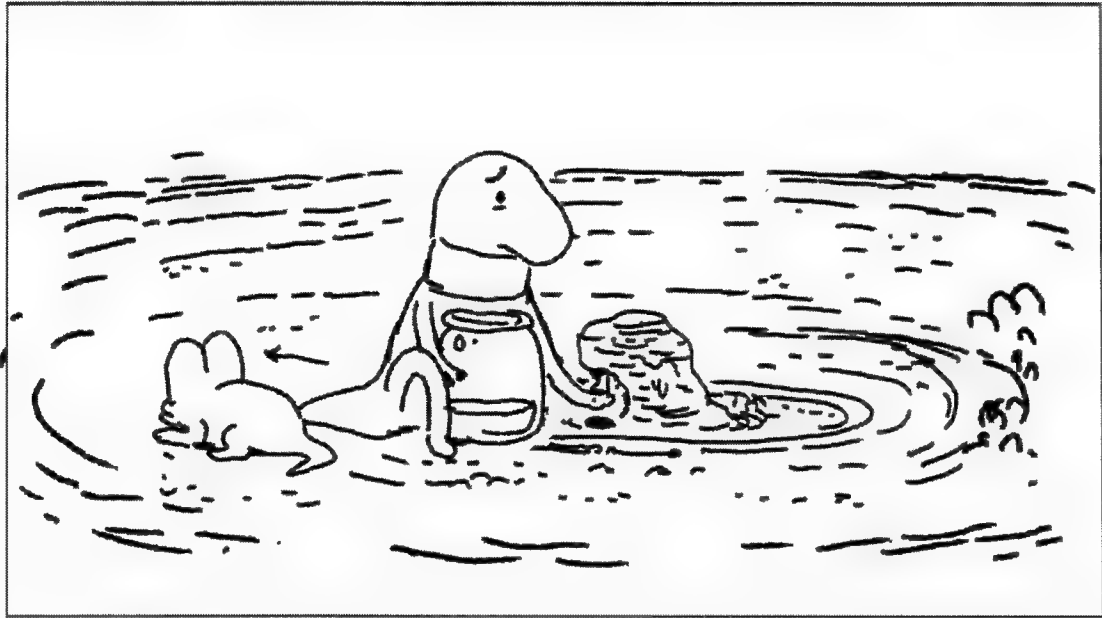


Sc. 93

Pnl. A

Bg.

day night

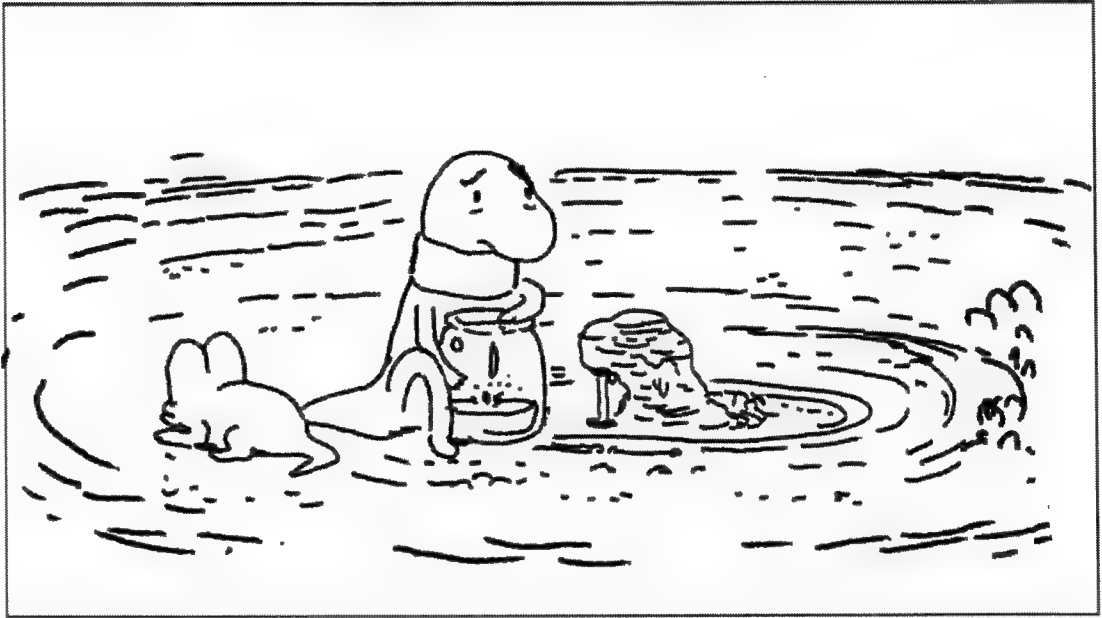


Sc. 93

Pnl. B

Bg.

day night



Dialog:

Action:

A (PINA LAYS DOWN).

SPOONING WATER WITH HIS PAW

B : START TRUCKING OUT. :

Timing:

REPEAT.

EPISODE #

Production :

1025-178



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# ADVENTURE TIME



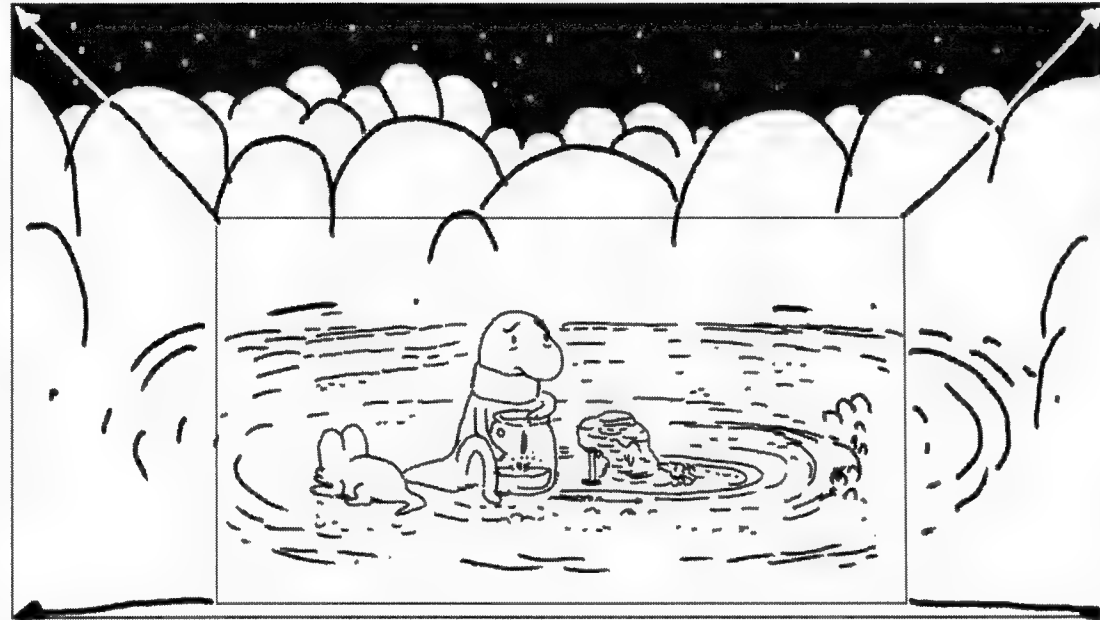
Page 131

Sc. 93

Pnl.

Bg.

day night



Sc. 94

Pnl. A

Bg.

day night



Dialog:

Action:

STILL SPOONING.

X - DISSOLVE  
.... MAYBE?

Timing:

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1025-178

Production :

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ADVENTURE TIME

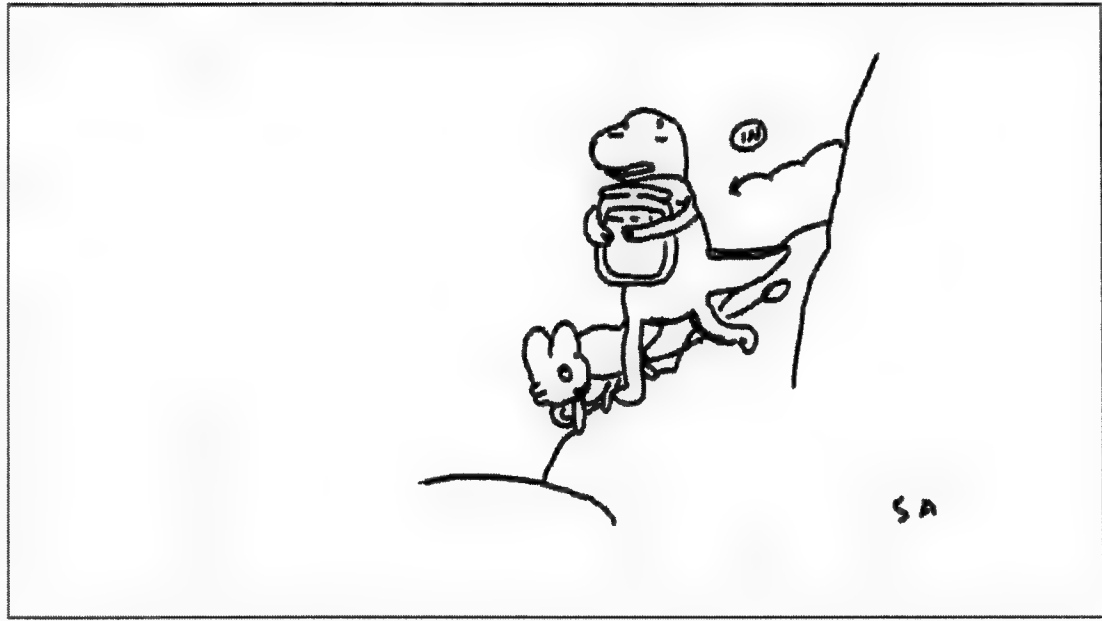


Sc. 99

Pnl. B

Bg.

day night

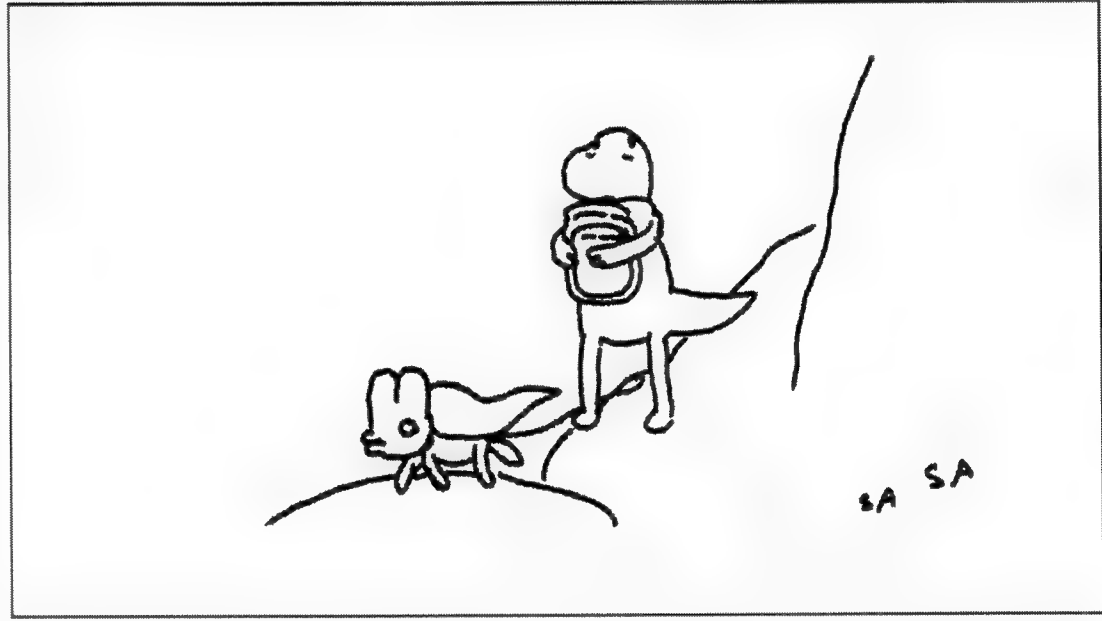


Sc. 99

Pnl. C

Bg.

day night

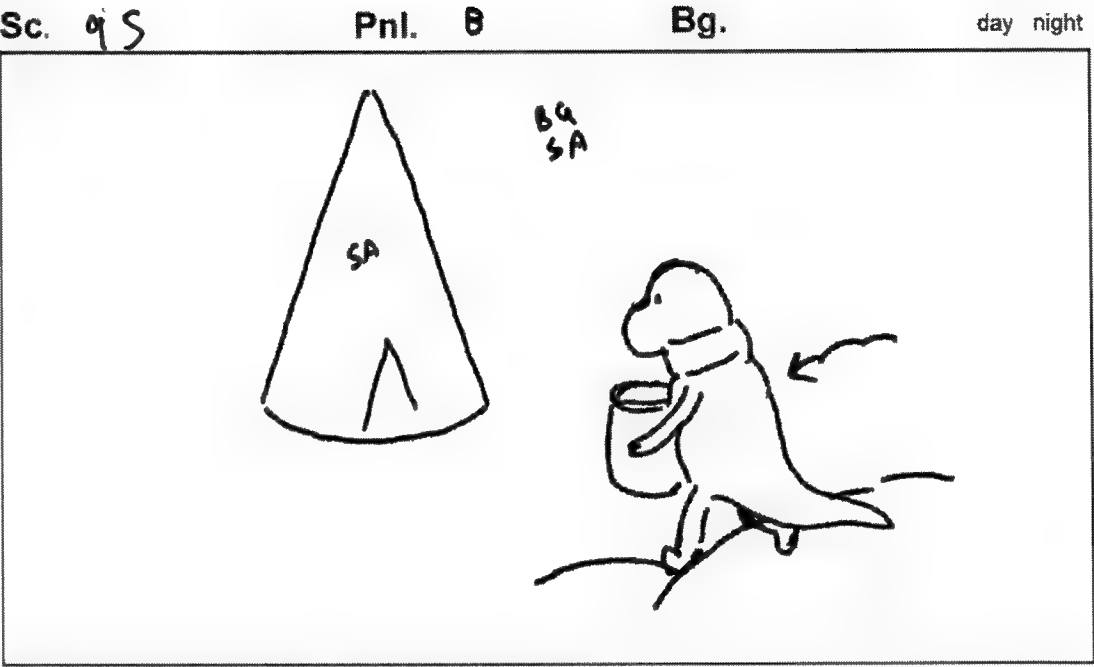
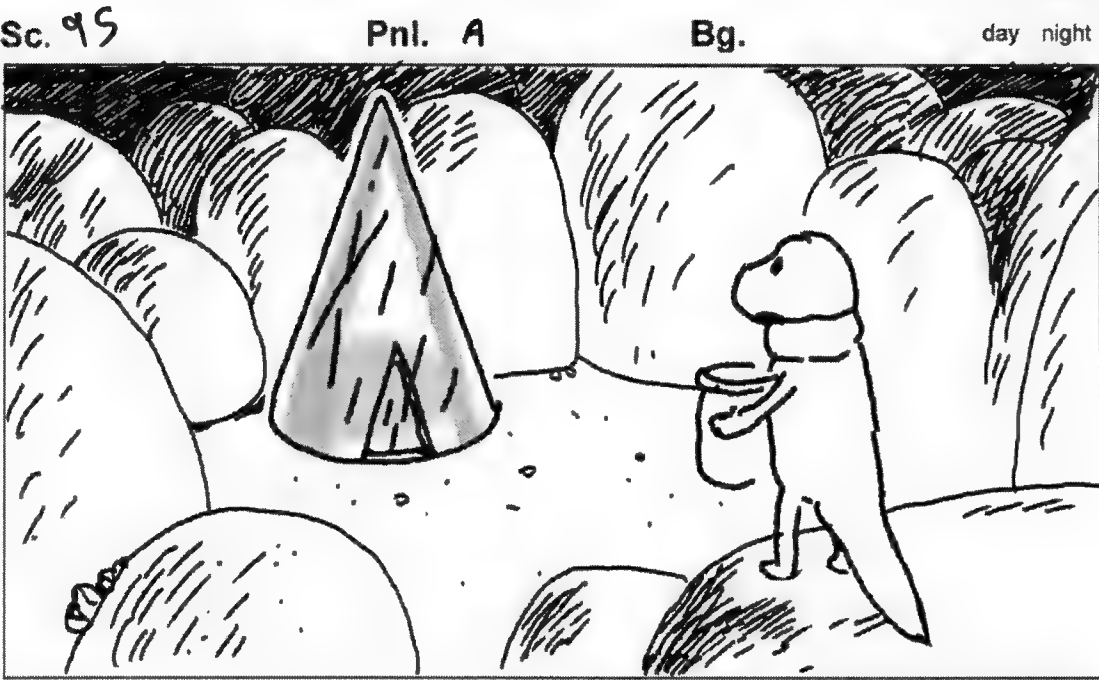


Dialog:	Q/ MASTER EVERGREEN, I FOUND THE WATER SO YOU CAN BUILD : : :	@/ 019
Action:		
Timing:		

EPISODE # 1025-178  
Production :

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ADVENTURE TIME



Dialog: (UE) SNOOZE NOISES.  
(G) OH, I GUESS HE ALSO FOUND WATER TOO,

Action:  
ICE TEE-PEE

Timing:

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Production :

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# ADVENTURE TIME



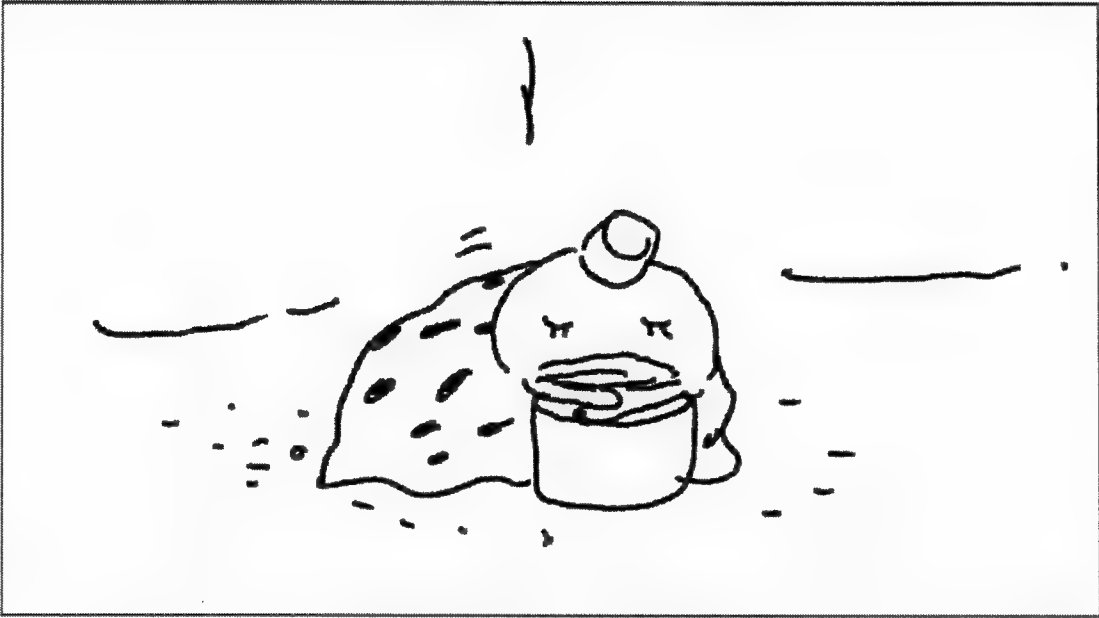
Page 134

Sc. 96

Pnl. A

Bg.

day night

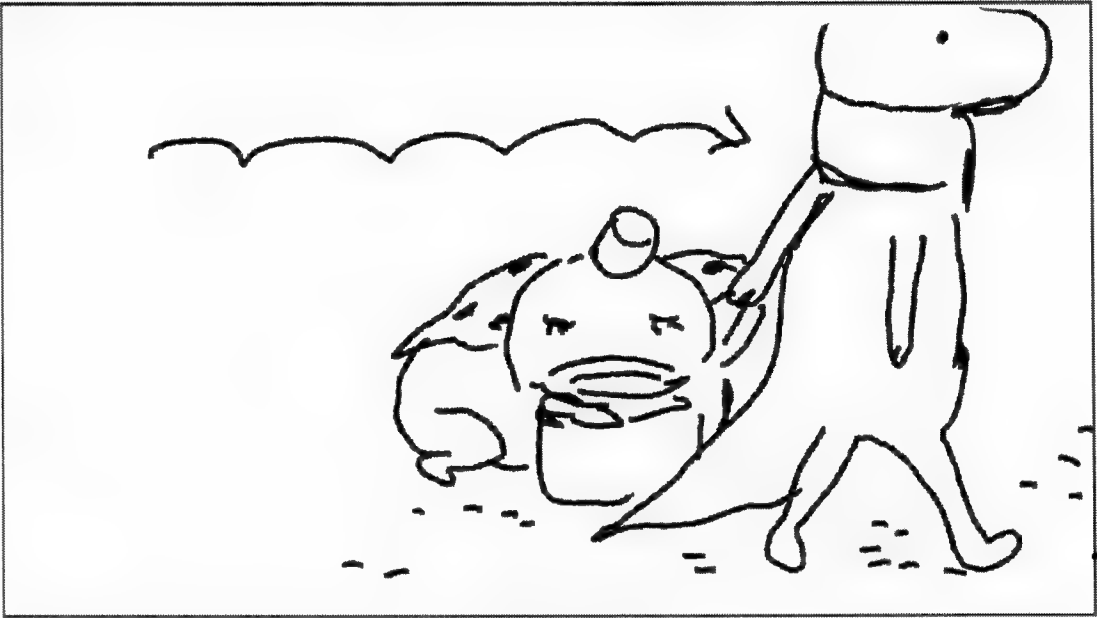


Sc. 96

Pnl. B

Bg.

day night



Dialog:

IMP / SNOOZIN' <sup>==</sup>

Action:

Timing:

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Production :

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# ADVENTURE TIME



Page 135

Sc. 96

Pnl. C

Bg.

day night

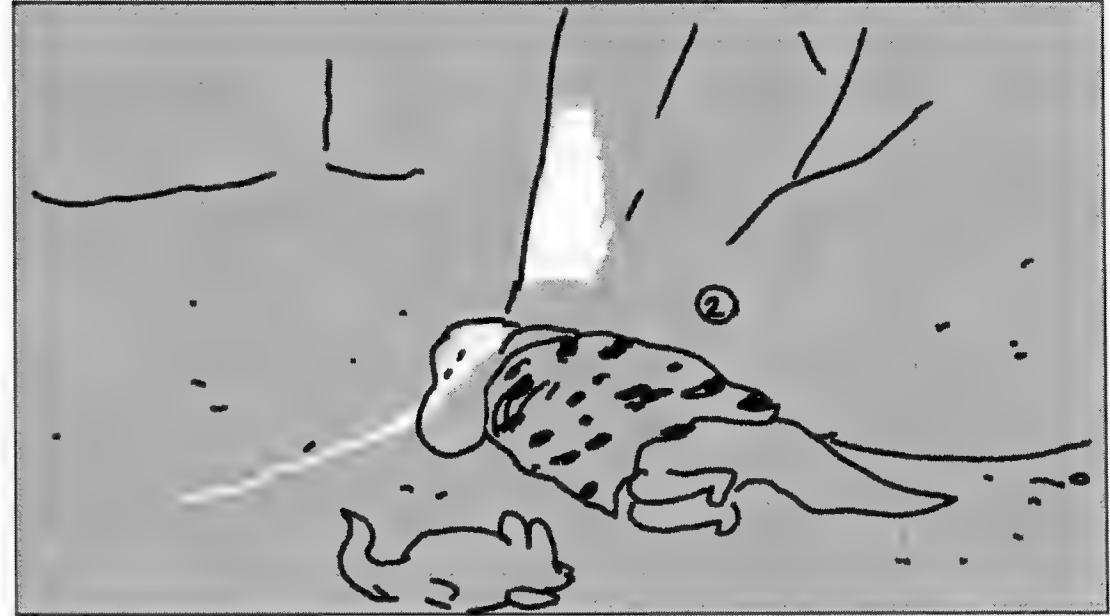


Sc. 97

Pnl. A

Bg.

day night



Dialog:

(IMP) HHHHEYYY!

Action:

NINA  
SLEEPING  
ALREADY!

Timing:



RED GLOW  
ON GUNTHER'S  
EYES.

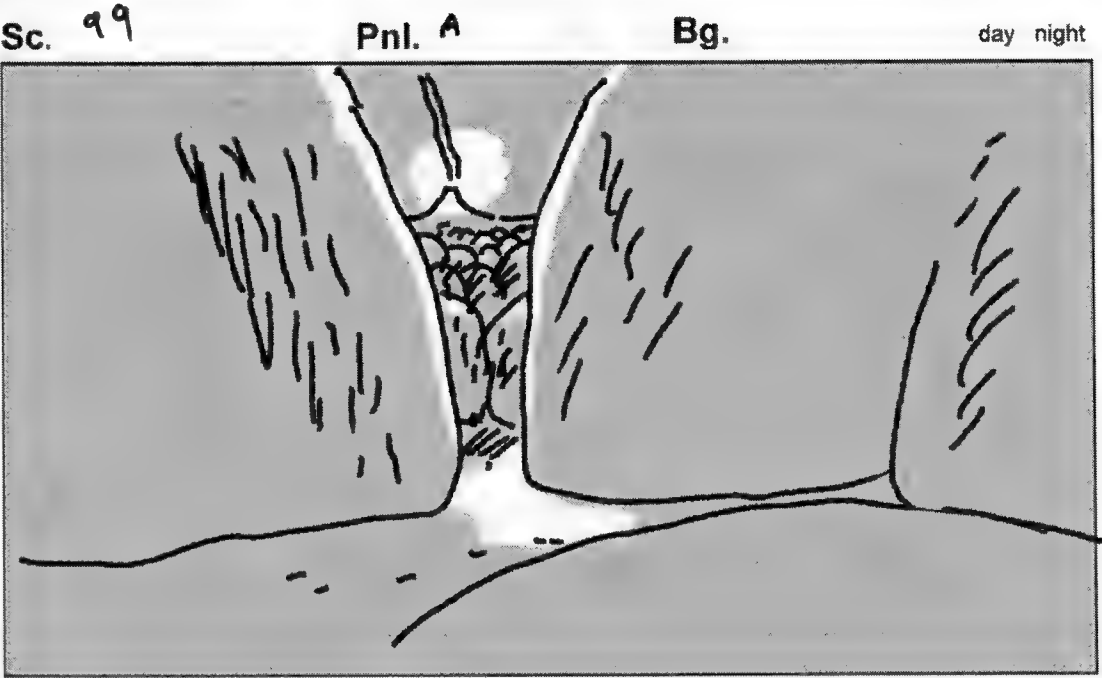
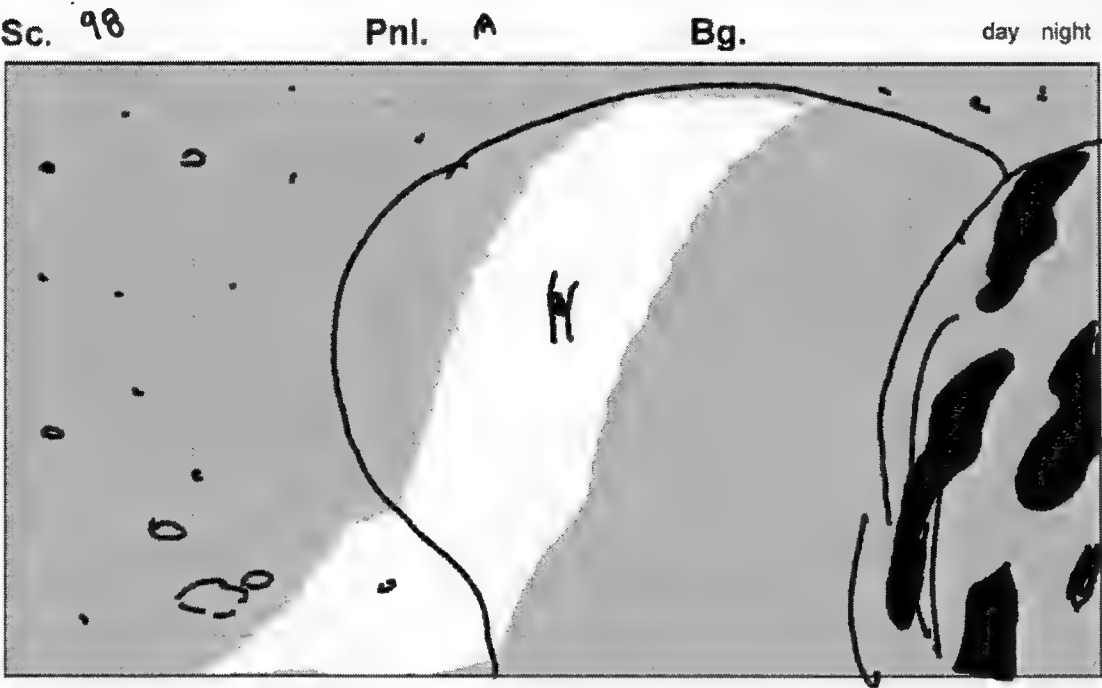
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ADVENTURE TIME

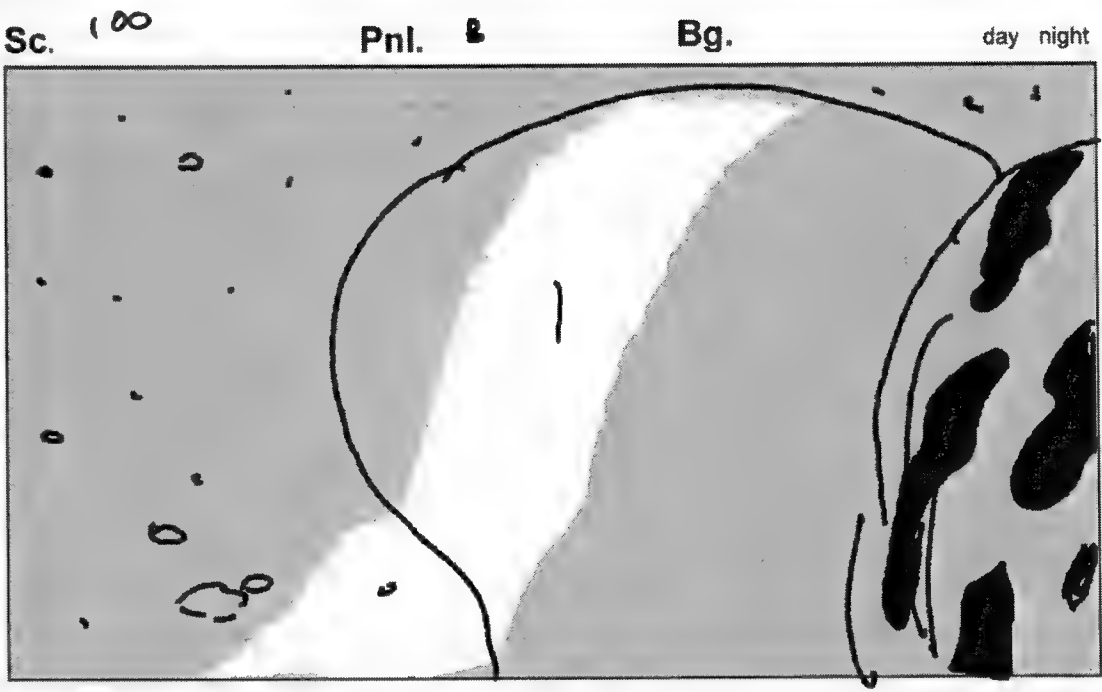
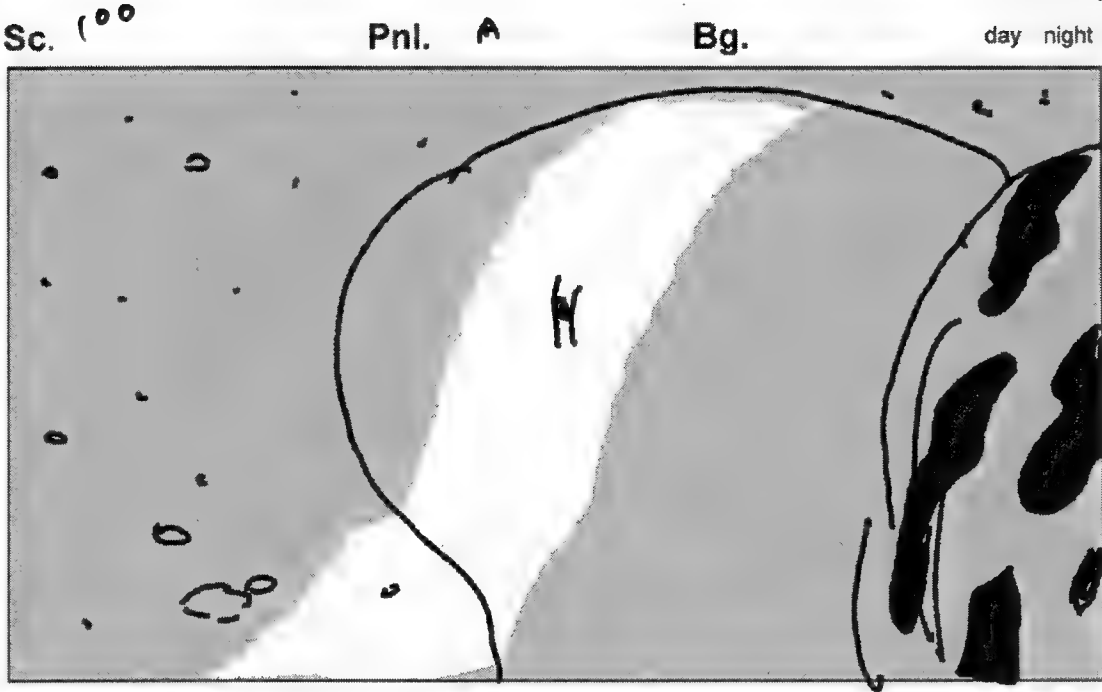


Dialog:	
Action:	VOLCANO IN THE DISTANCE.
Timing:	

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Production :

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# ADVENTURE TIME



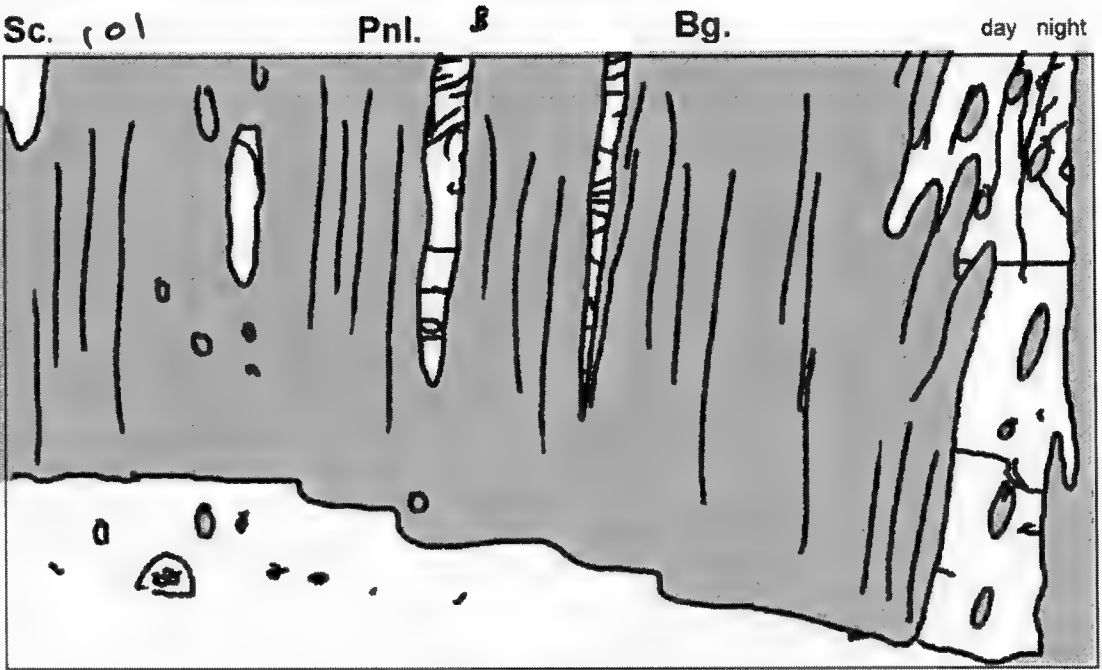
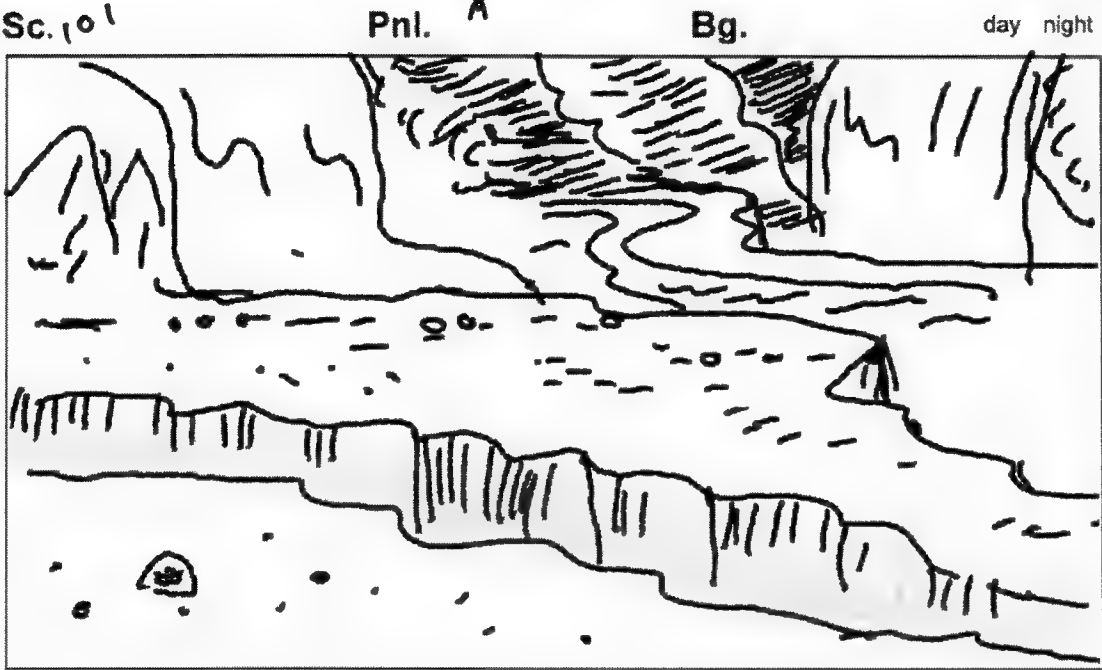
Dialog:
Action:
Timing:

HARD CUT TO, ...

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Production :

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ADVENTURE TIME



Dialog:

FX: UNBBLE PRSHOAA!!!

Action:

Timing:

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Production :



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# ADVENTURE TIME



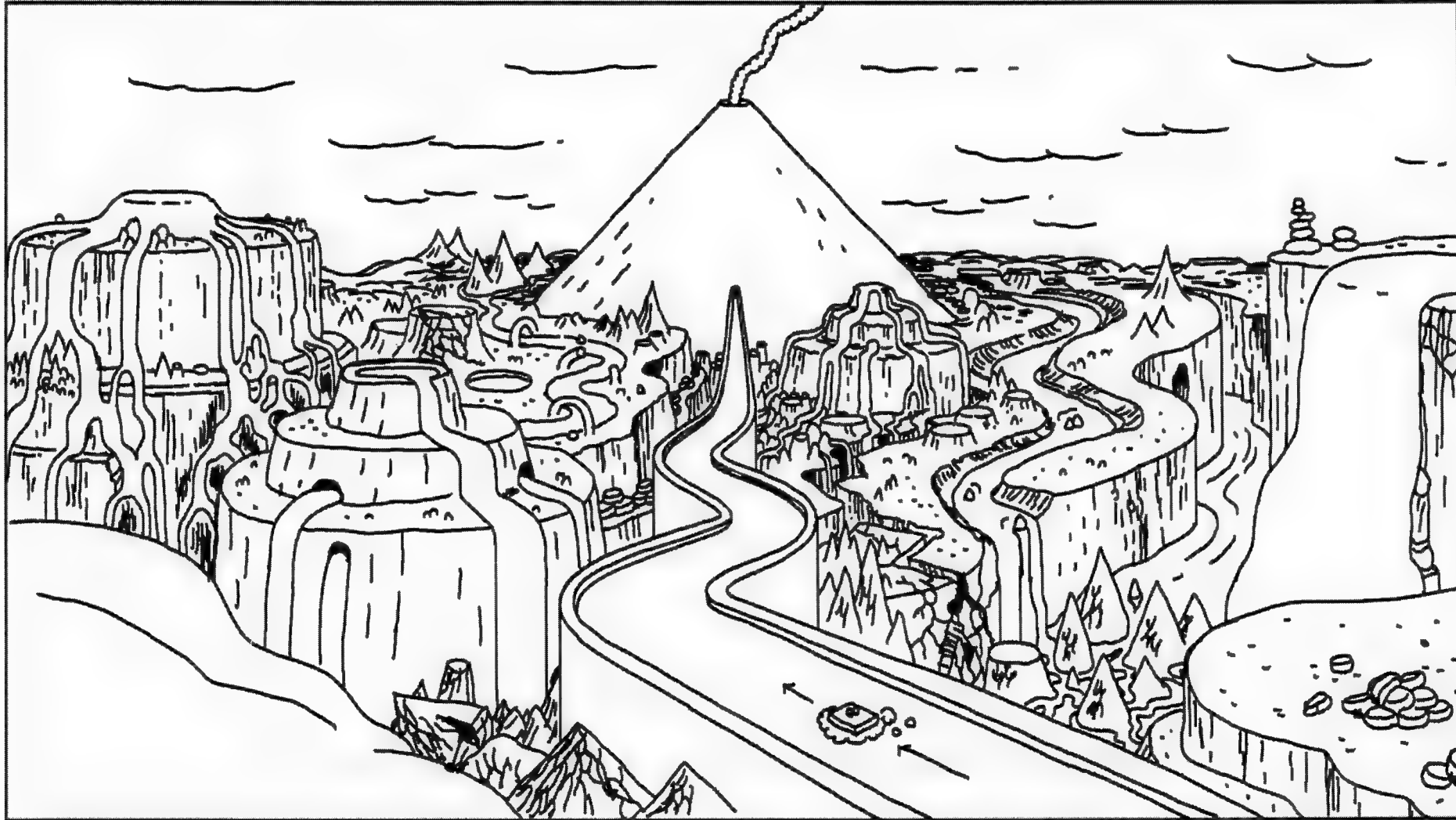
Page 139

Sc. 102

Pnl. A

Bg.

day night



REAL GREY , OTHER THAN THE RED LAVA .

Production :

EPISODE #

1025-178

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# ADVENTURE TIME



Page 146

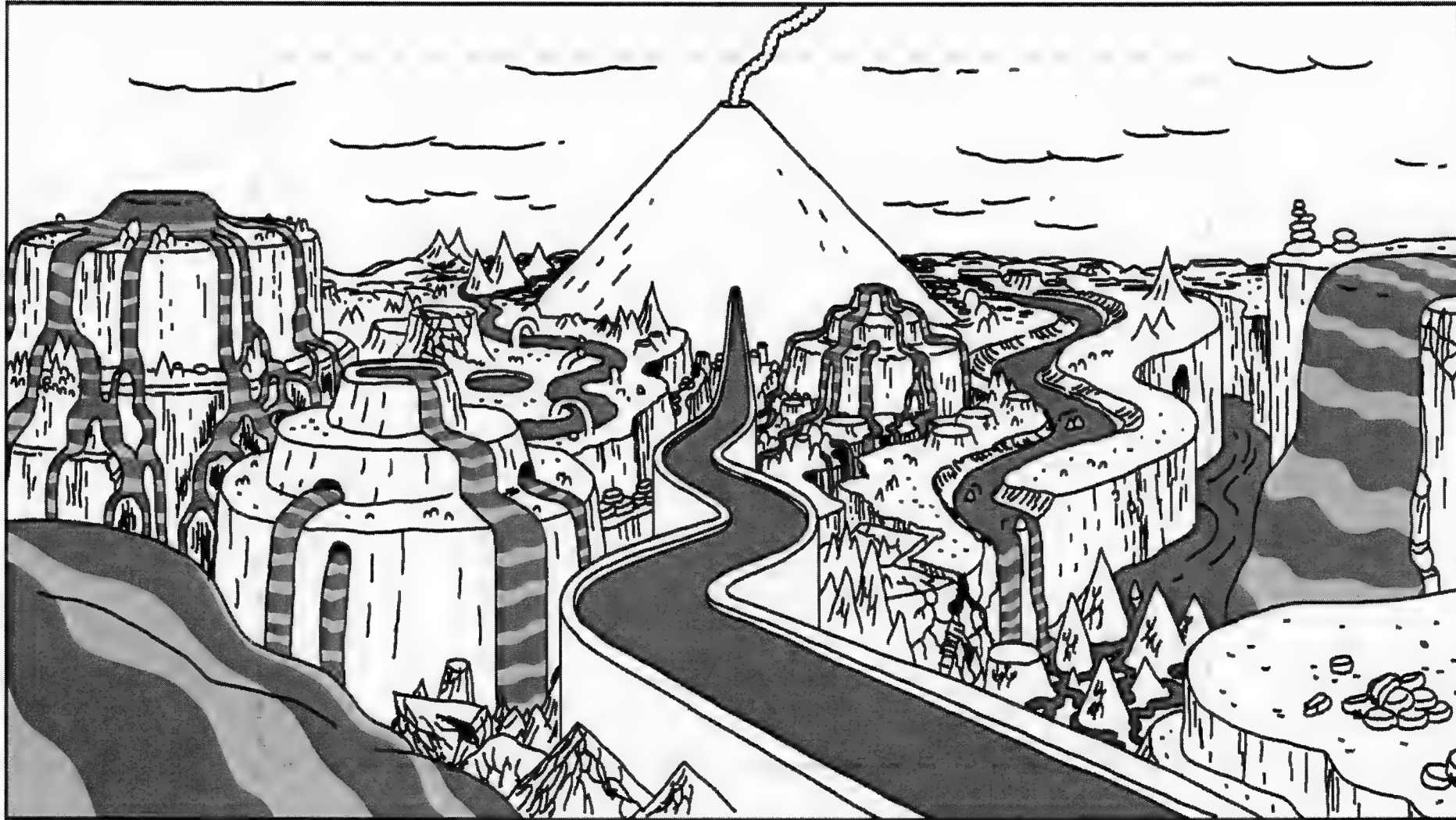
Sc. 102

Pnl.

B

Bg.

day night



HERE'S WHERE THE LAVA FLOWS

STRIPE = FLOWING LAVA

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# ADVENTURE TIME



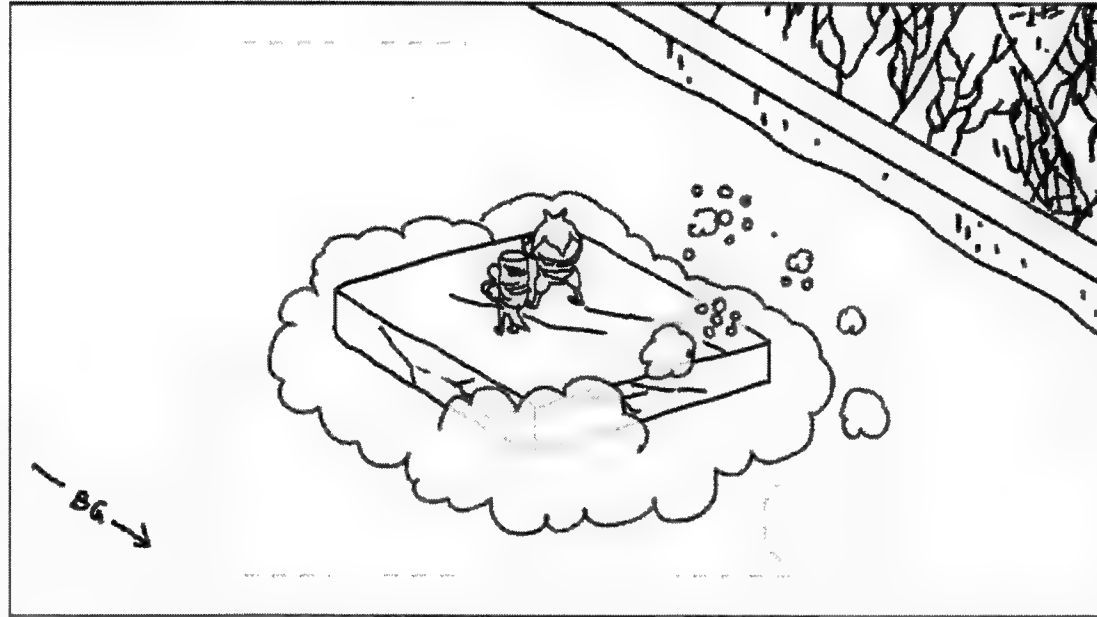
Page 141

Sc. 103

Pnl. A

Bg.

day night

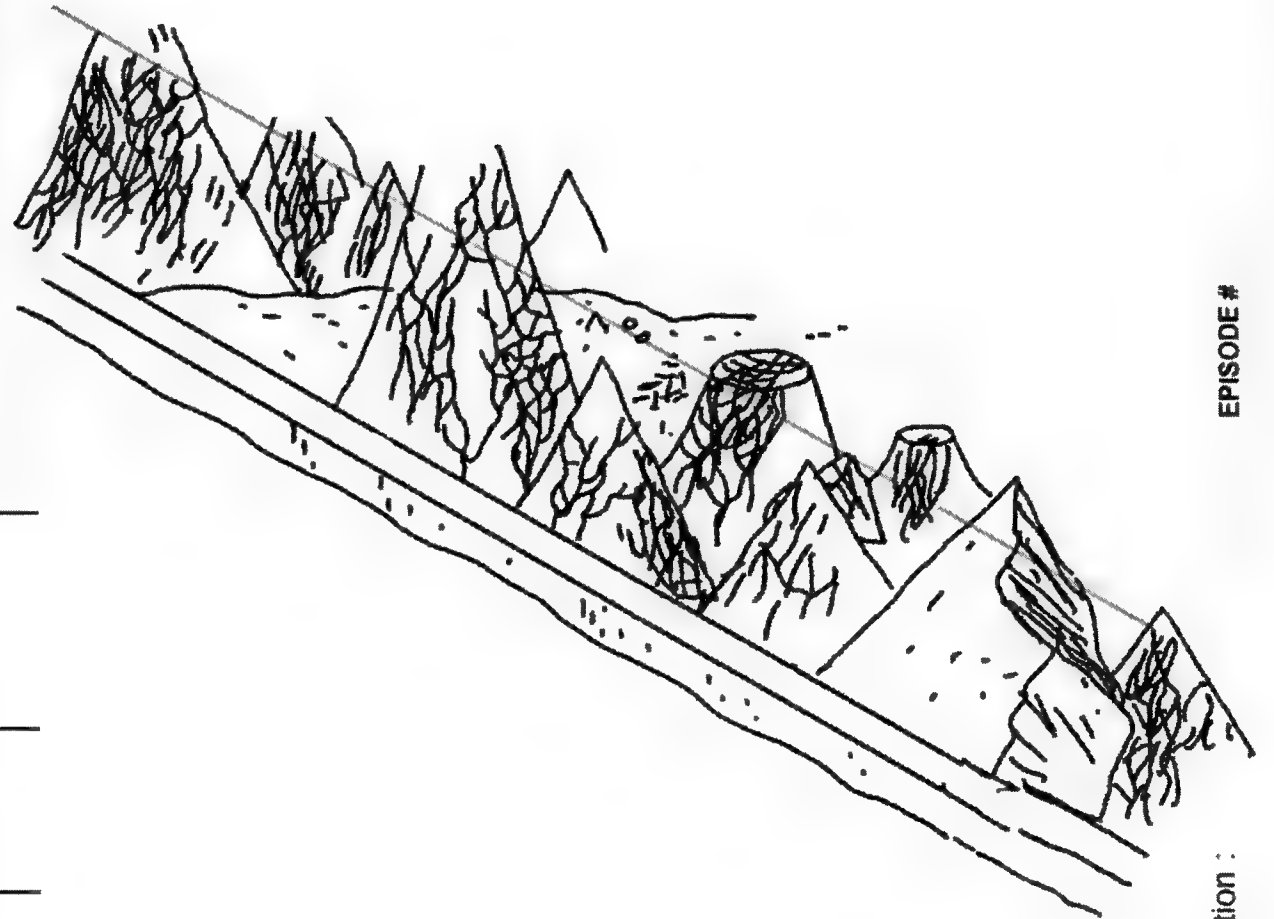


Dialog:

Action:

- ON A ROILING BED OF STEAM
- NOT MOVING FAST! NO NEED TO.

Timing:



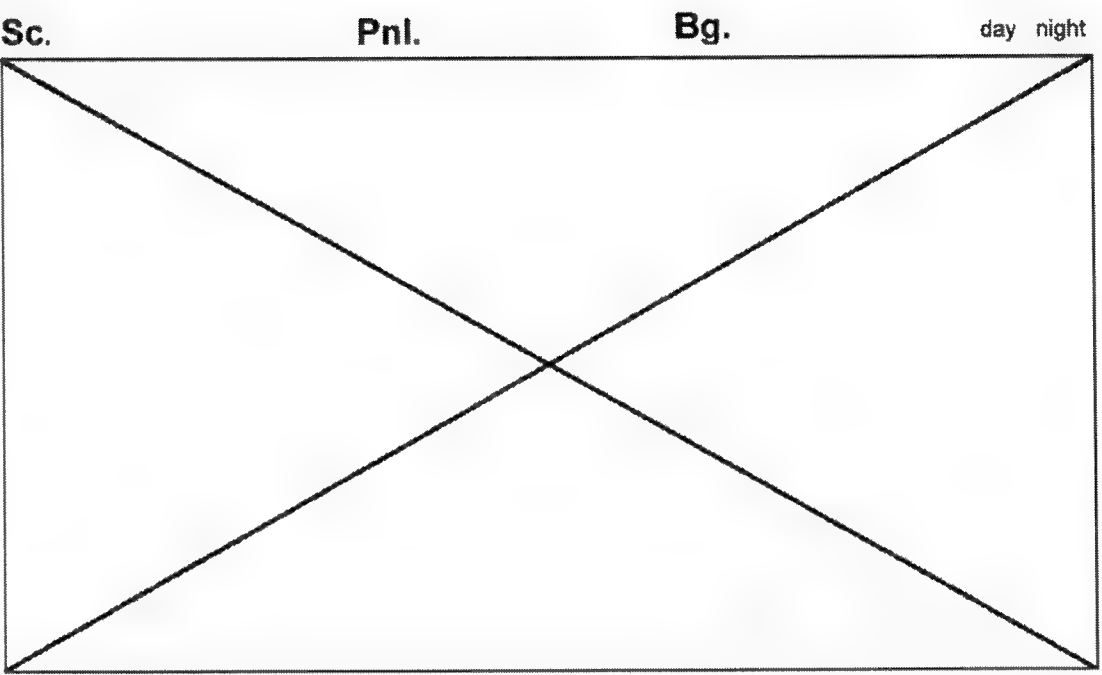
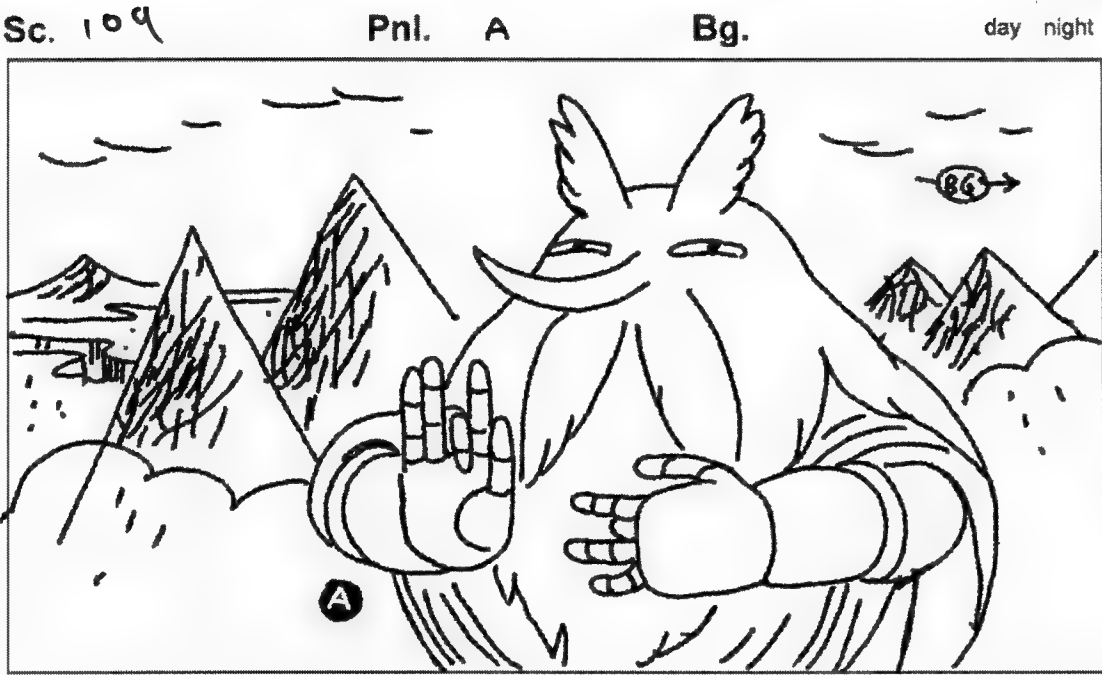
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ADVENTURE TIME



Dialog:

Action:

Timing:

(STREAM BETWEEN U.E. & B.G.)

DOING HAND SPELLS (ABCABC---)

EPISODE # 1025-178

Production :

# ADVENTURE TIME



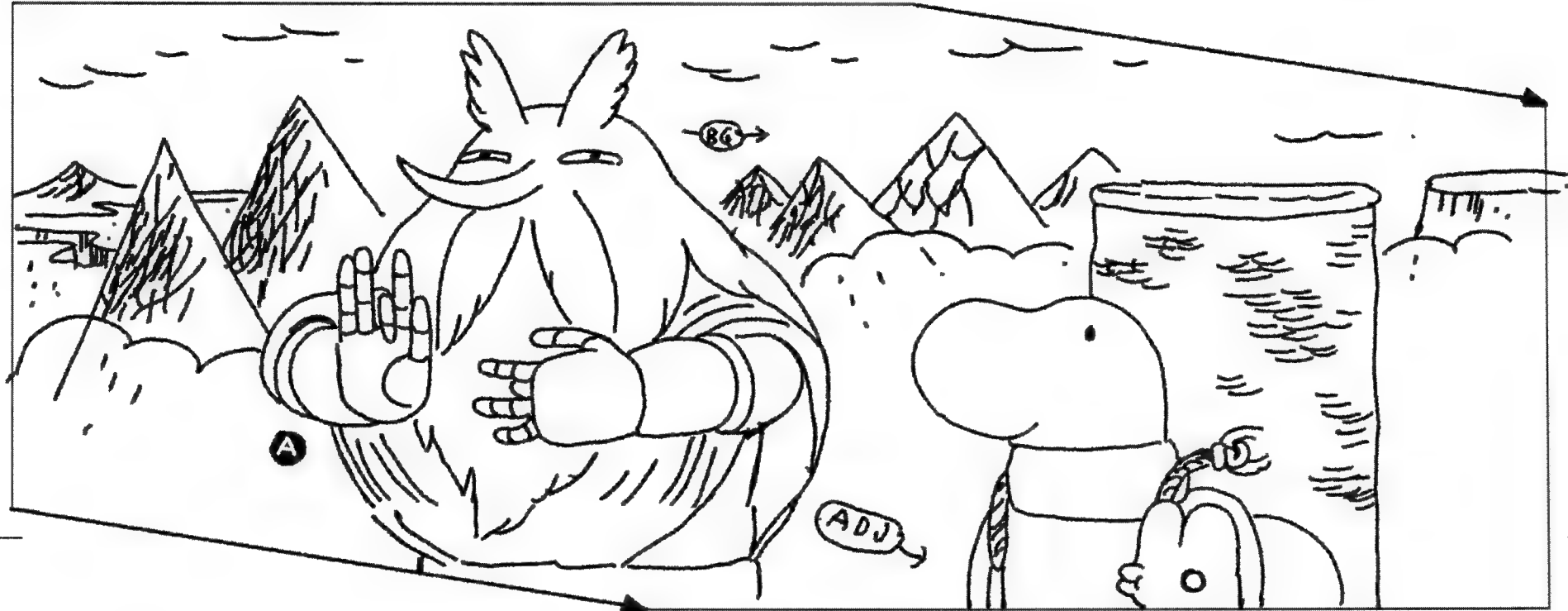
Page 143

Sc. 104

Pnl. 8

Bg.

day night



Dialog:

Action:

Timing:

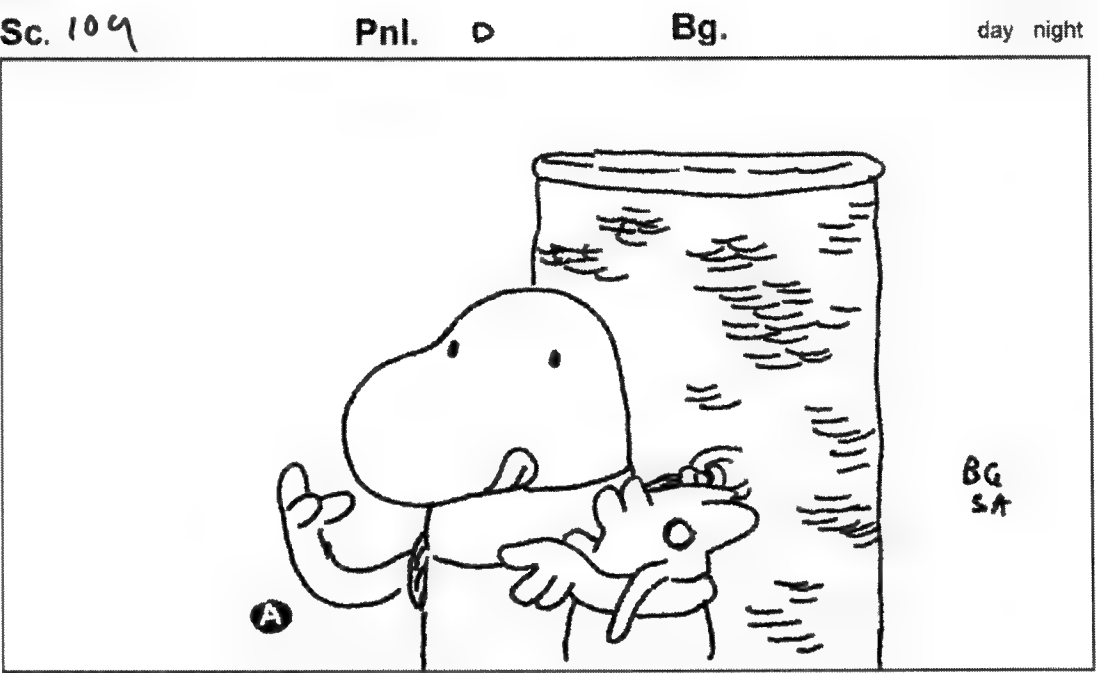
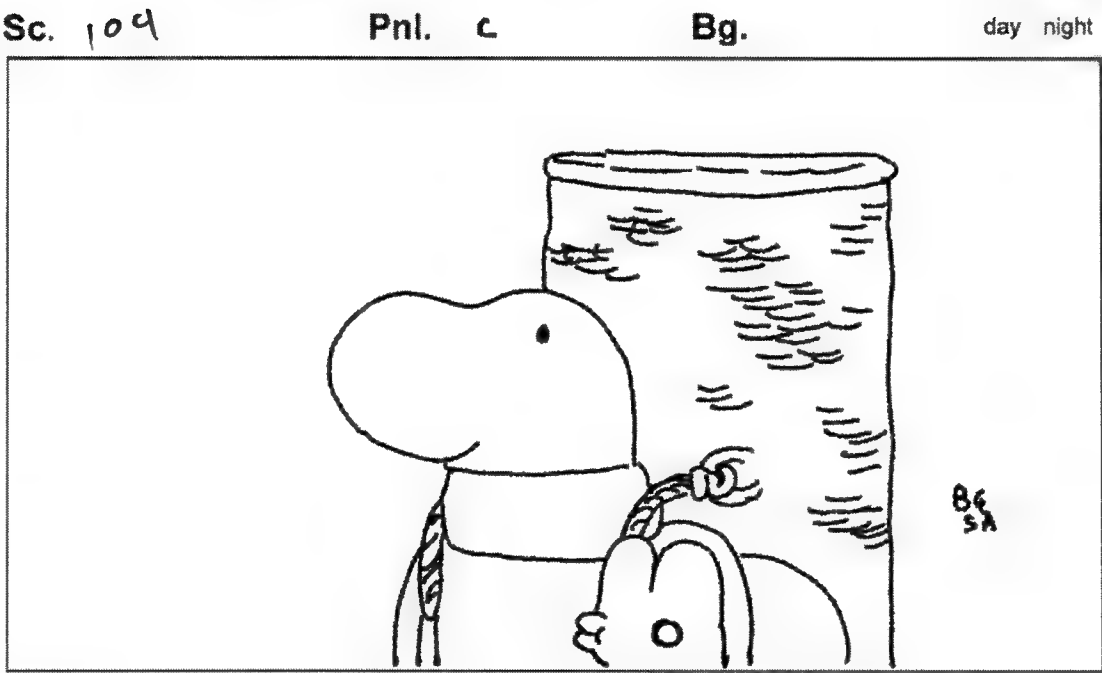
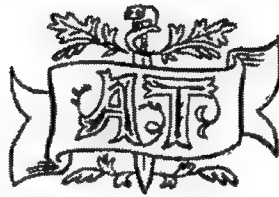
EPISODE #

Production :

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# ADVENTURE TIME



Dialog:

Action:

Timing:

WHAT NINA'S UP TO, GETTING FUSSY

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Production :

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# ADVENTURE TIME

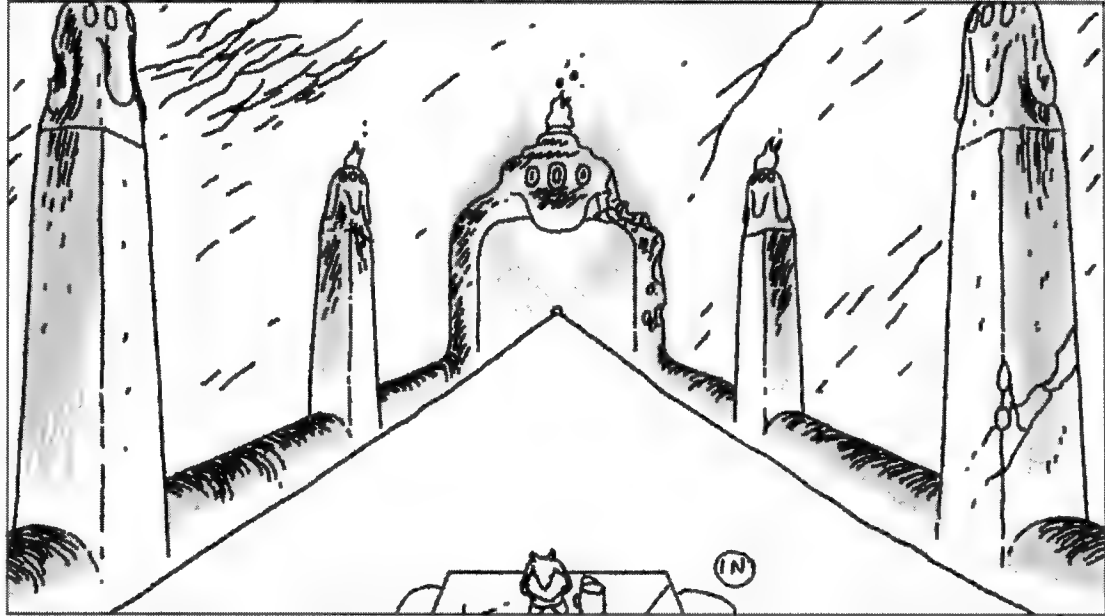


Sc. 109

Pnl. A

Bg.

day night

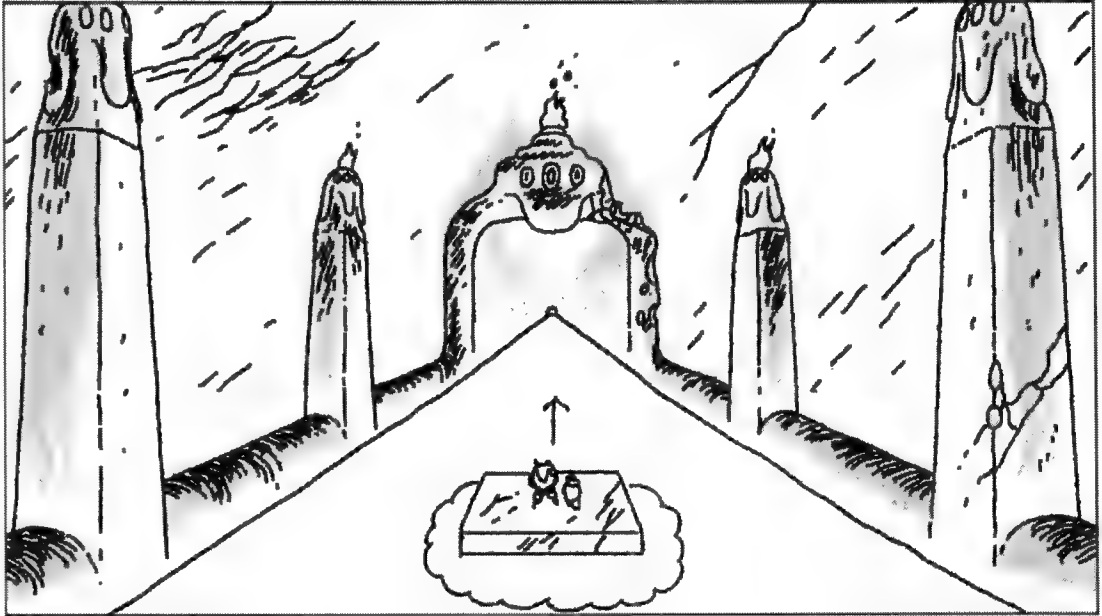


Sc. 105

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

Production :

EPISODE #

1025-178



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ADVENTURE TIME



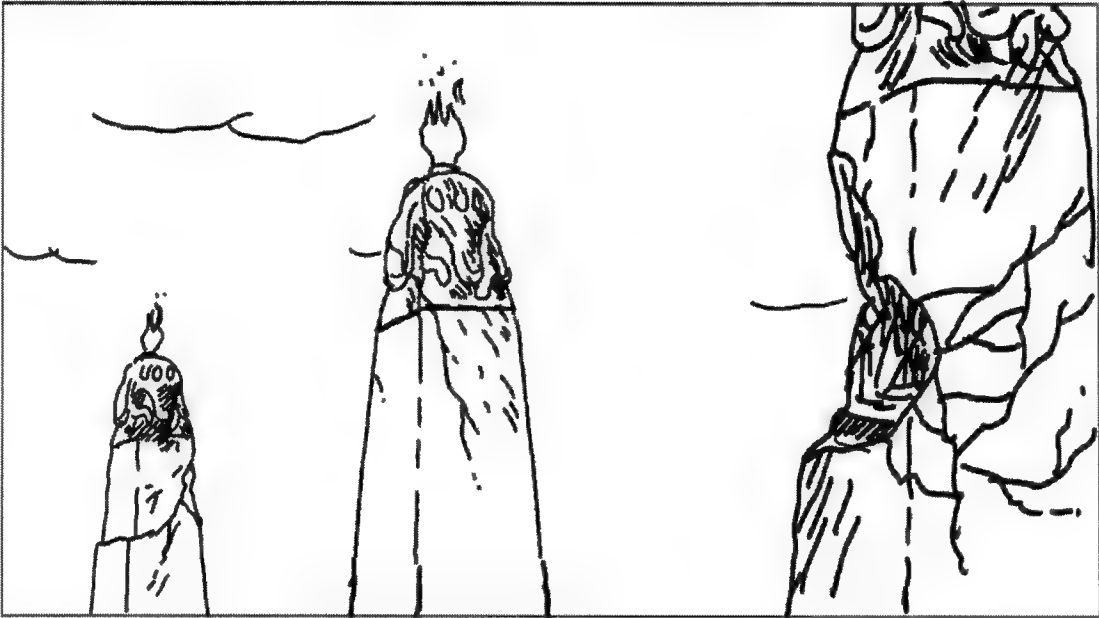
Page 146

Sc. 106

Pnl. A

Bg.

day night

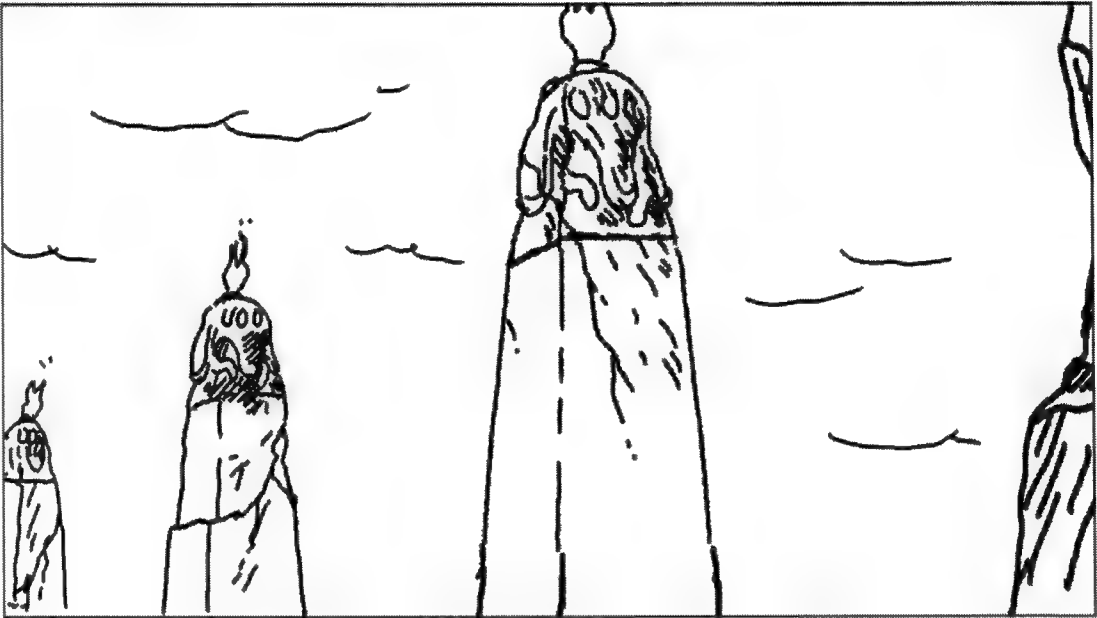


Sc. 106

Pnl. B

Bg.

day night



Dialog:

Action:

PASSING BY ANCIENT MAGWOOD TORCH IDOLS  
(ALL IN ONE POINT PERSPECTIVE)

Timing:

EPISODE #

Production :

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# ADVENTURE TIME



Page 147

Sc. 107

Pnl. A

Bg.

day night

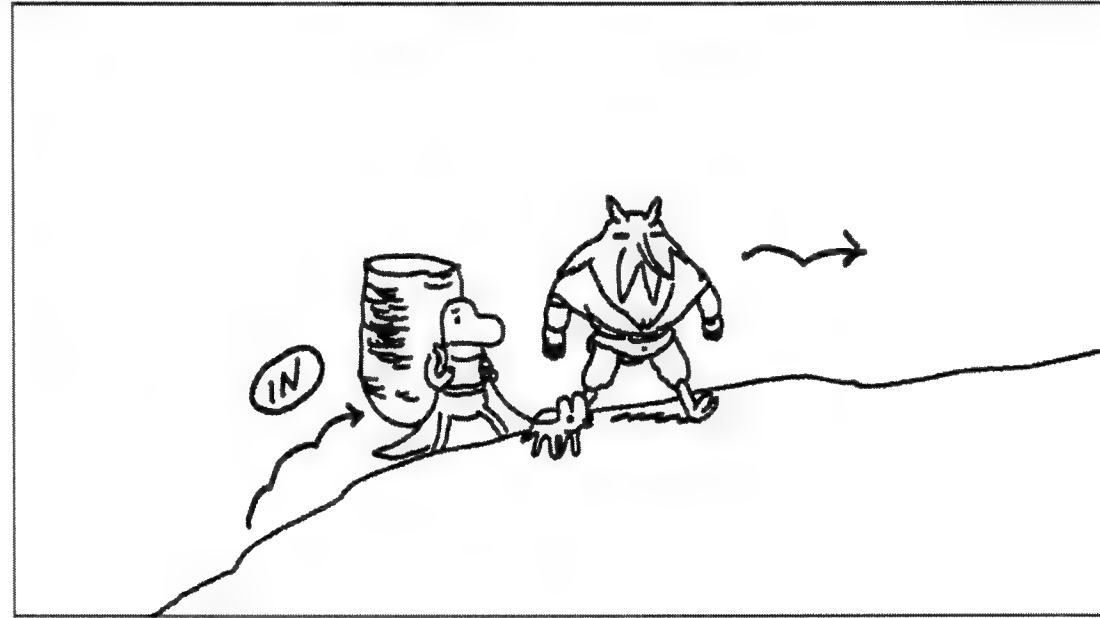


Sc. 107

Pnl. B

Bg.

day night



Dialog:

Action:

INSIDE THE VOLCANO.

Timing:

EPISODE #

Production :

1025-178

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# ADVENTURE TIME



Page 148

Sc. 108

Pnl. A

Bg.

day night

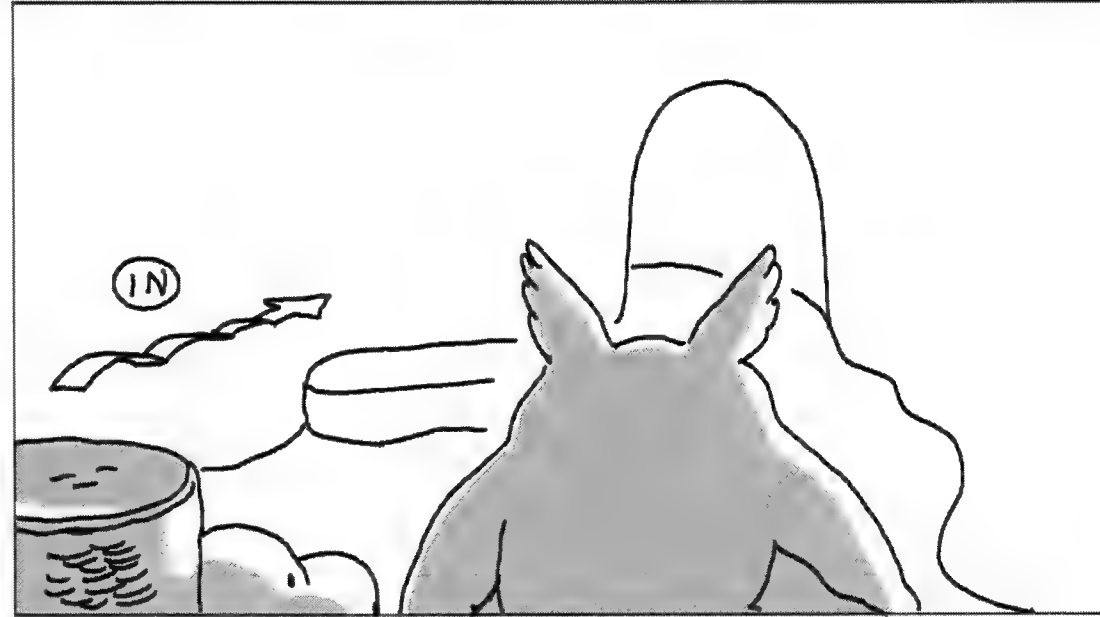


Sc. 108

Pnl. B

Bg.

day night



Dialog:

(UE) / NOW GUNTHER,

Action:

- OLD SHATTERED TILES  
- I GUESS THIS IS A ...  
WAITING ROOM?

Timing:

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# ADVENTURE TIME



Page 149

Sc. 108

Pnl. c

Bg.

day night



Sc. 108

Pnl. d

Bg.

day night



Dialog:

Action:

Timing:



(UE) LISTEN TO ME,

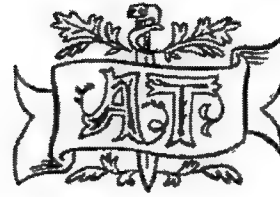
Production :

EPISODE #

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# ADVENTURE TIME



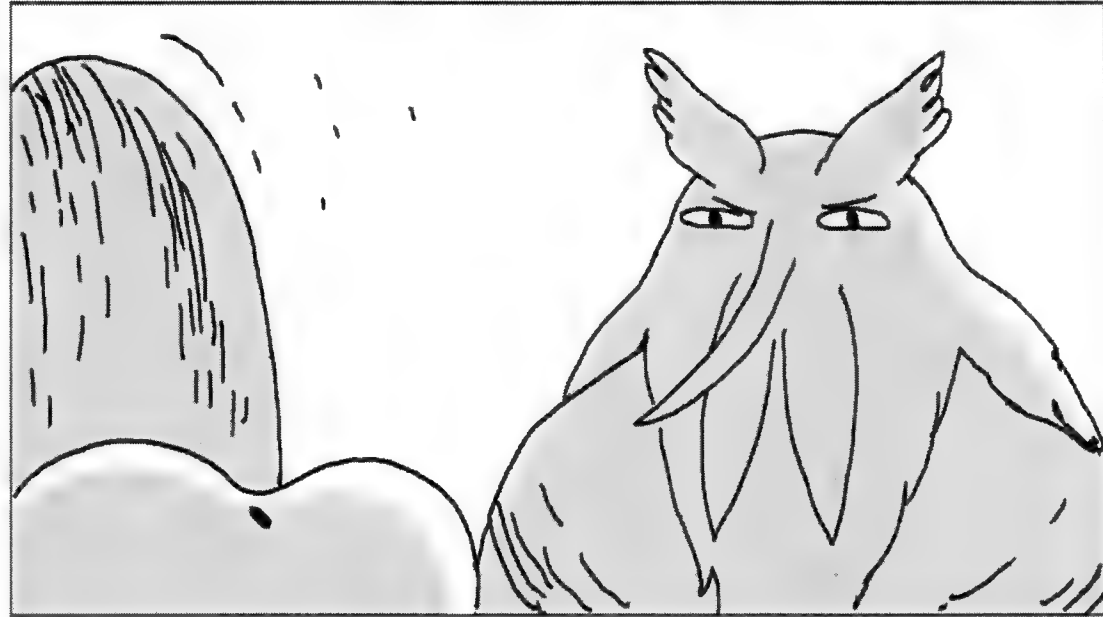
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Sc. 109

Pnl. A

Bg.

day night

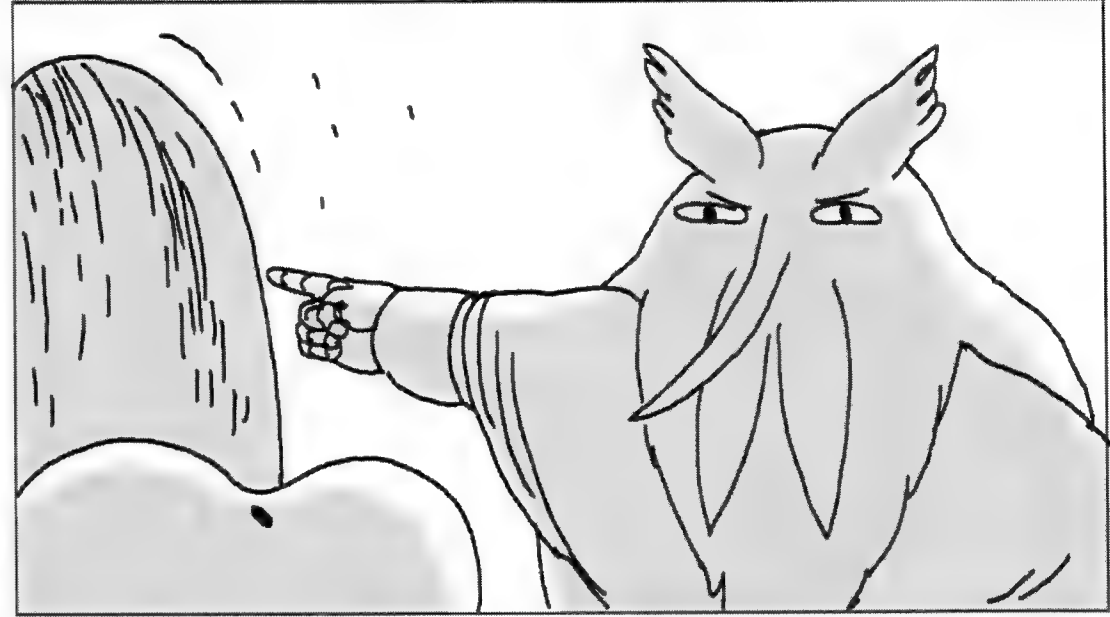


Sc. 109

Pnl. B

Bg.

day night



Dialog:  
UE

YOU DON'T KNOW WHAT  
YOU'RE DOING.

- DON'T FOLLOW ME  
INTO MAGWOOD'S LAIR, OR  
ELSE HE'LL MELT YOUR DOME.

Action:

Timing:

EPISODE #

1025-178

Production :

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# ADVENTURE TIME



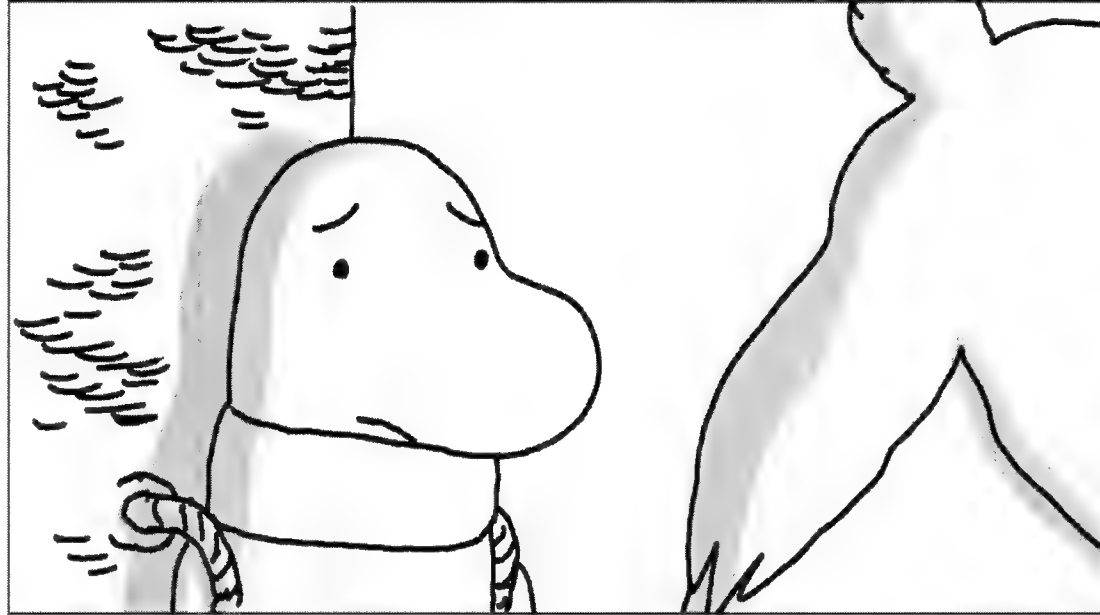
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Sc. 110

Pnl. A

Bg.

day night

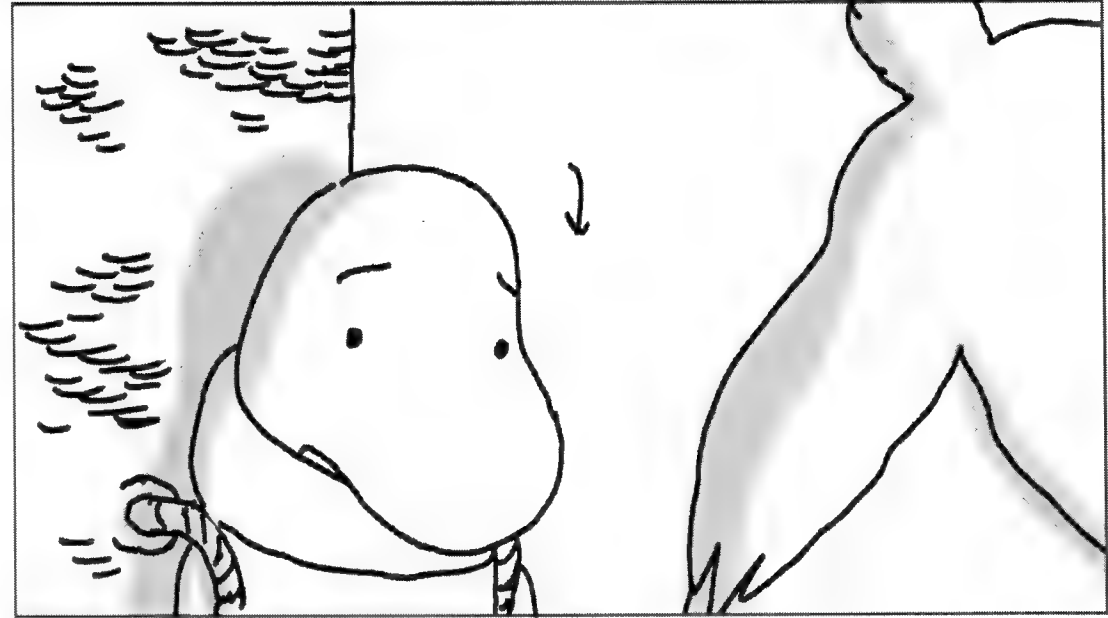


Sc. 110

Pnl. B

Bg.

day night



Dialog:

Q/ YEEEEAH.

Action:

Timing:

EPISODE #

1025-178

Production :

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ADVENTURE TIME



Sc. 111 Pnl. A Bg. day night



Sc. 111 Pnl. B Bg. day night



Dialog:
Action:
Timing:

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Production :

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ADVENTURE TIME



Sc. (I)	Pnl. C	Bg.	day night	Sc. III	Pnl. D	Bg.	day night

Dialog:	(OS) OH GUNTHER, YOU SHOULD SEE THIS. (2) ← (KIND OF PANTOMIME-Y.)
Action:	GUNTHER'S BODY SLACKENS
Timing:	

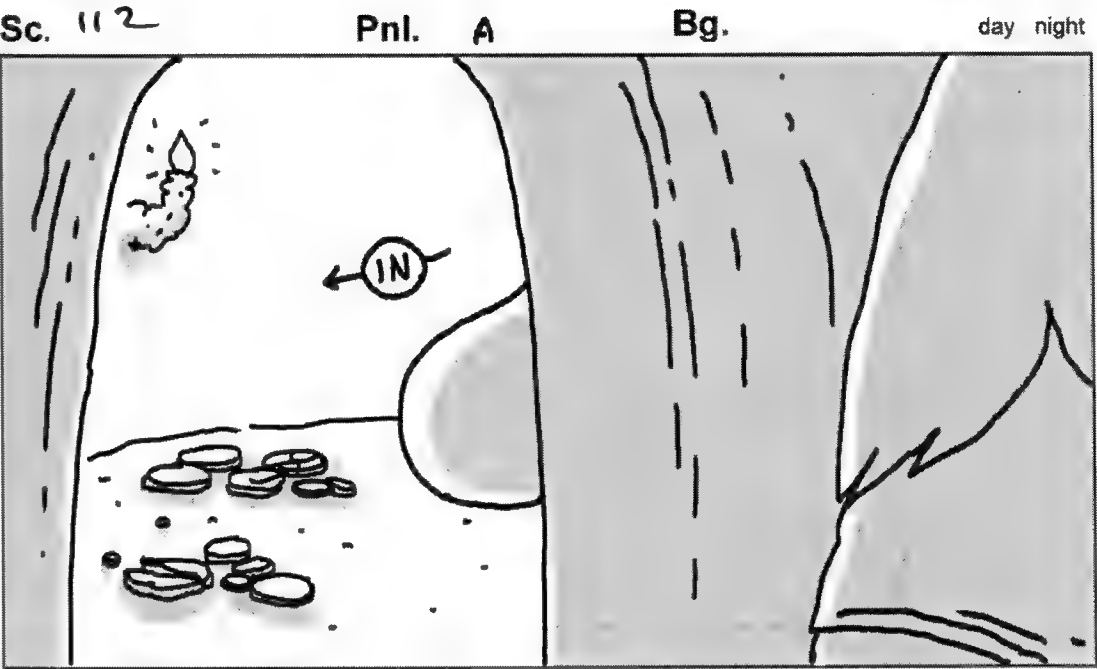
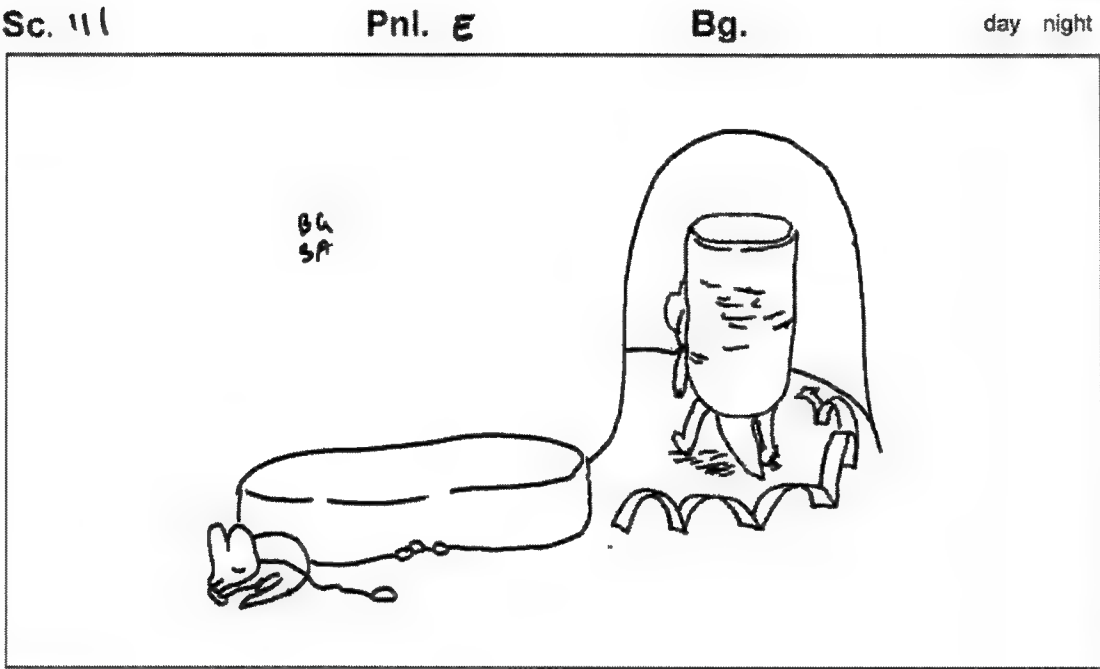
EPISODE #

Production :

1025-178

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# ADVENTURE TIME



Dialog:
Q/ OK.
Action:
Timing:



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# ADVENTURE TIME



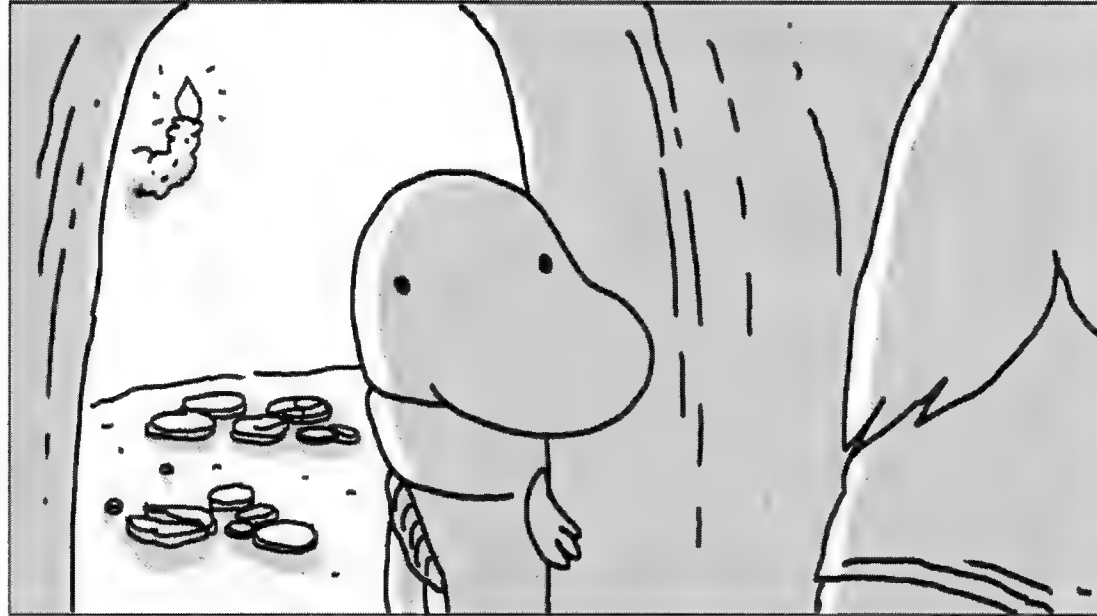
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Sc. 112

Pnl. B

Bg.

day night

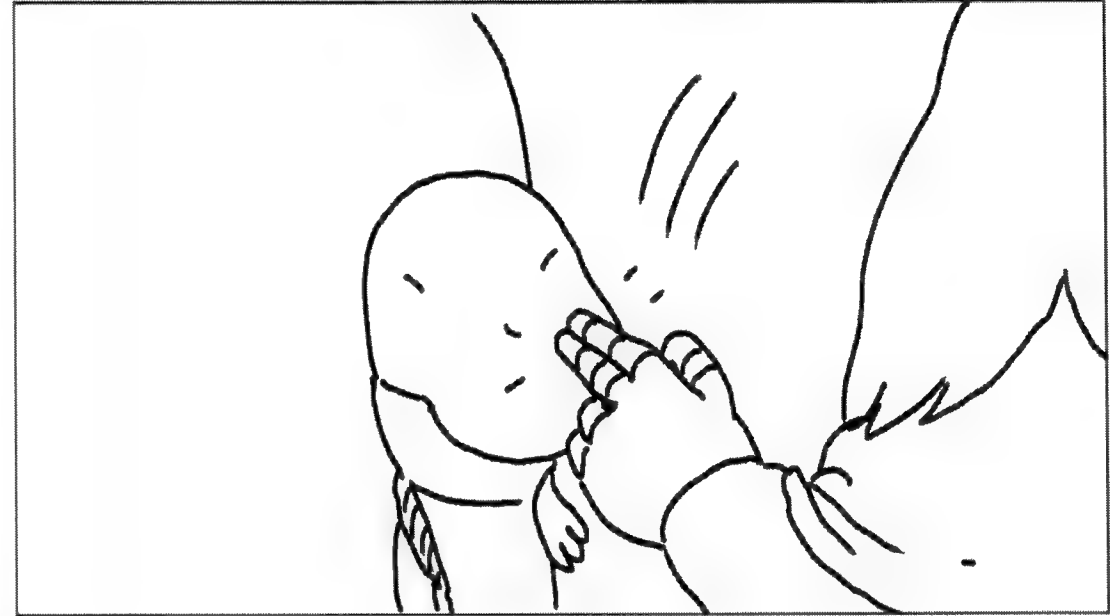


Sc. 112

Pnl. c

Bg.

day night



Dialog:

(SFX) / WHAP!  
(UE) / GUNTHER, NO!

Action:

A SHARP STRIKE.

Timing:

EPISODE #

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# ADVENTURE TIME



Page 1 96

Sc. 113

Pnl. A

Bg.

day night



Sc. 113

Pnl. B

Bg.

day night



Dialog:

(VE) YOU FAILED.  
HE'LL MELT YOUR DOME.

Action:

Timing:

EPISODE #

Production :

1025-178

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# ADVENTURE TIME



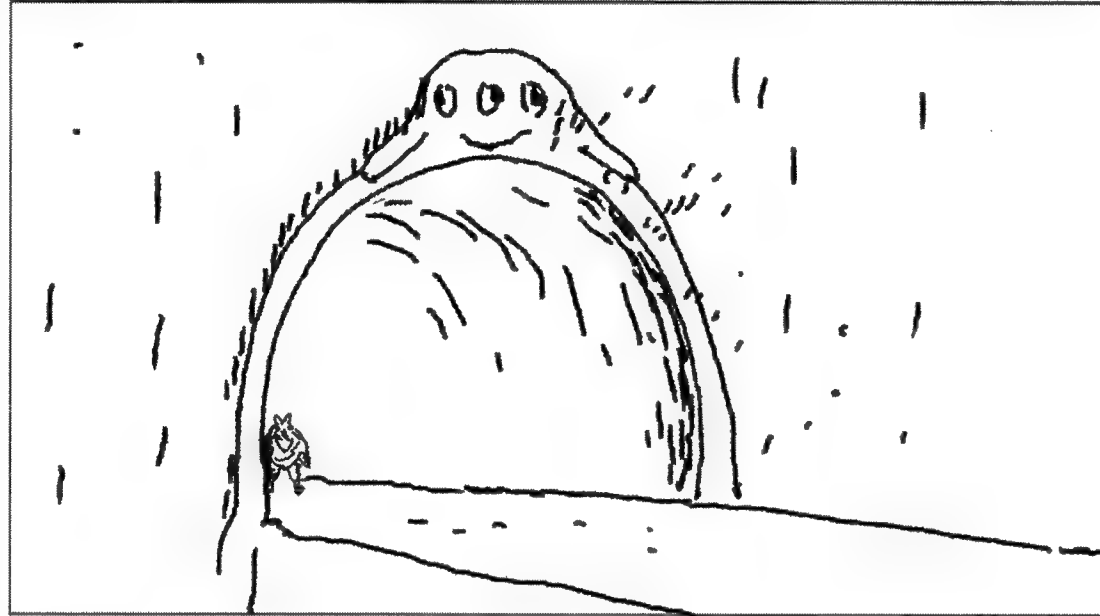
Page 157

Sc. 114

Pnl. A

Bg.

day night

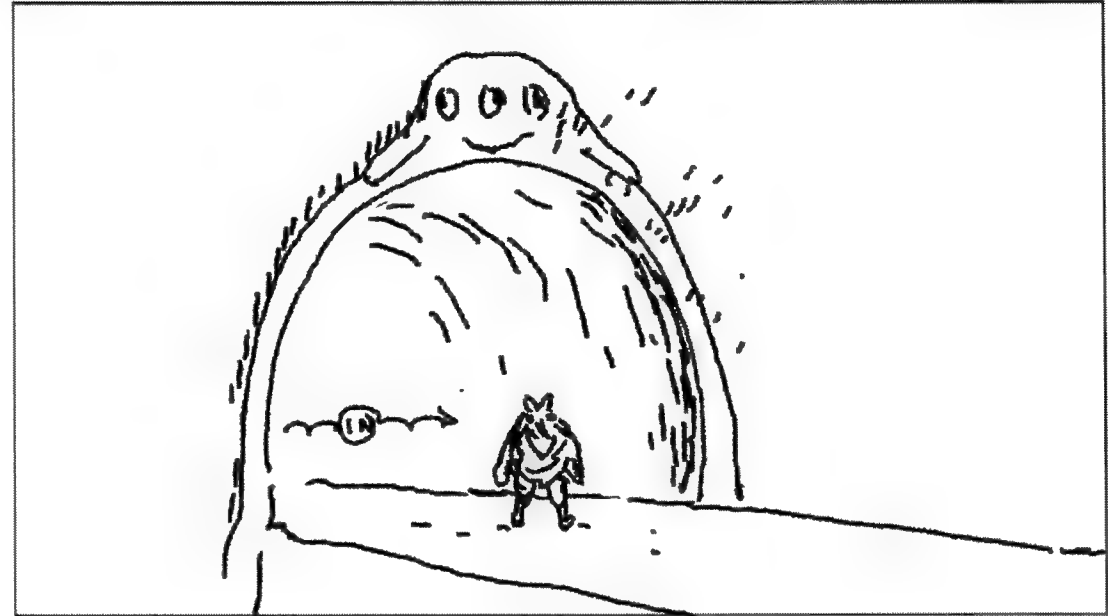


Sc. 114

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

1025-178

EPISODE #

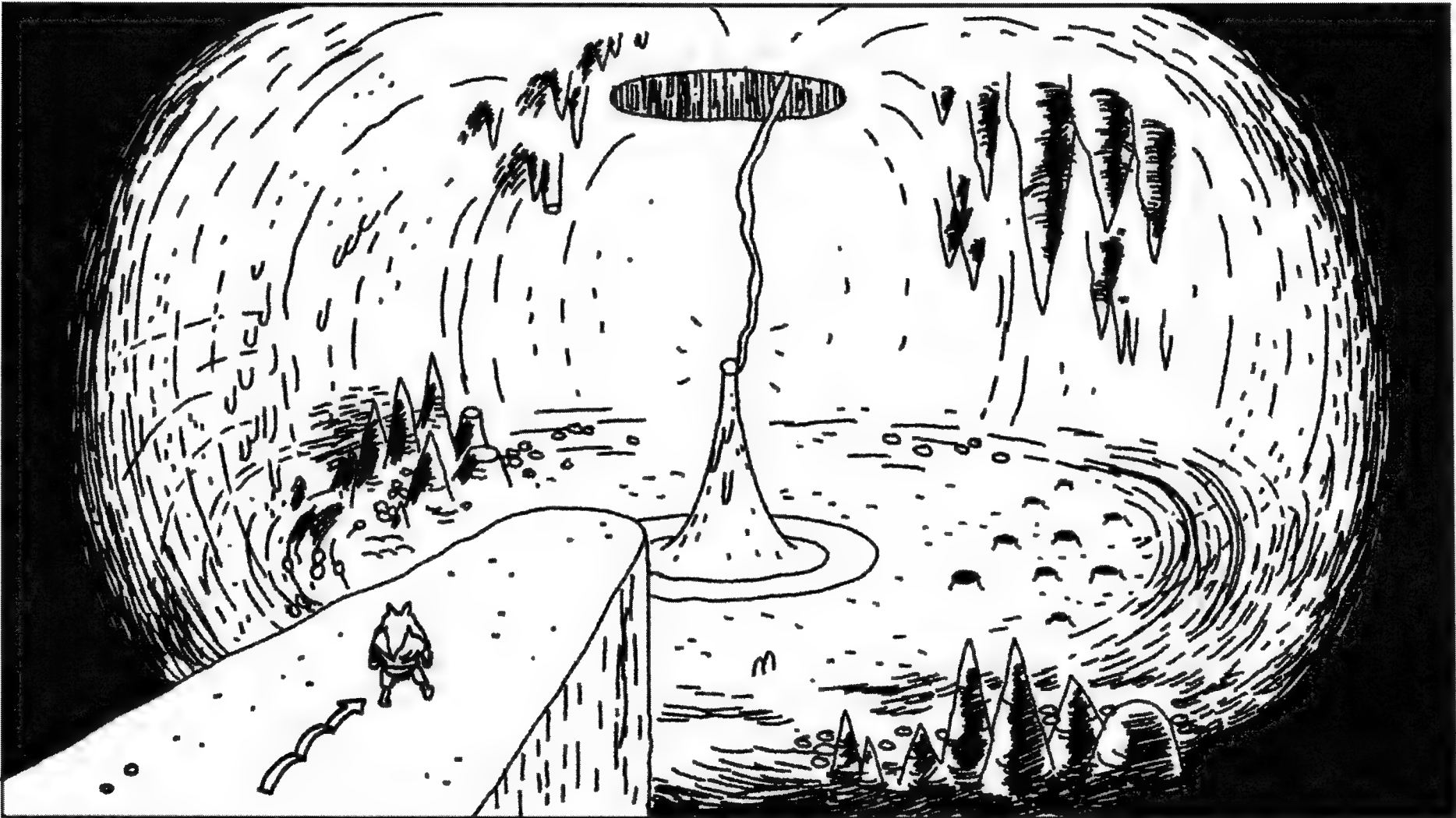
Production :

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ADVENTURE TIME



Sc. 119 Pnl. A Bg. day night



THE MAGMA-DOME MUTED COLOURS, THE ONLY LAVA IS IN THE RING AROUND THE SPIRE, & MAGWOOD.

Production : 1025-178 EPISODE #

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ADVENTURE TIME



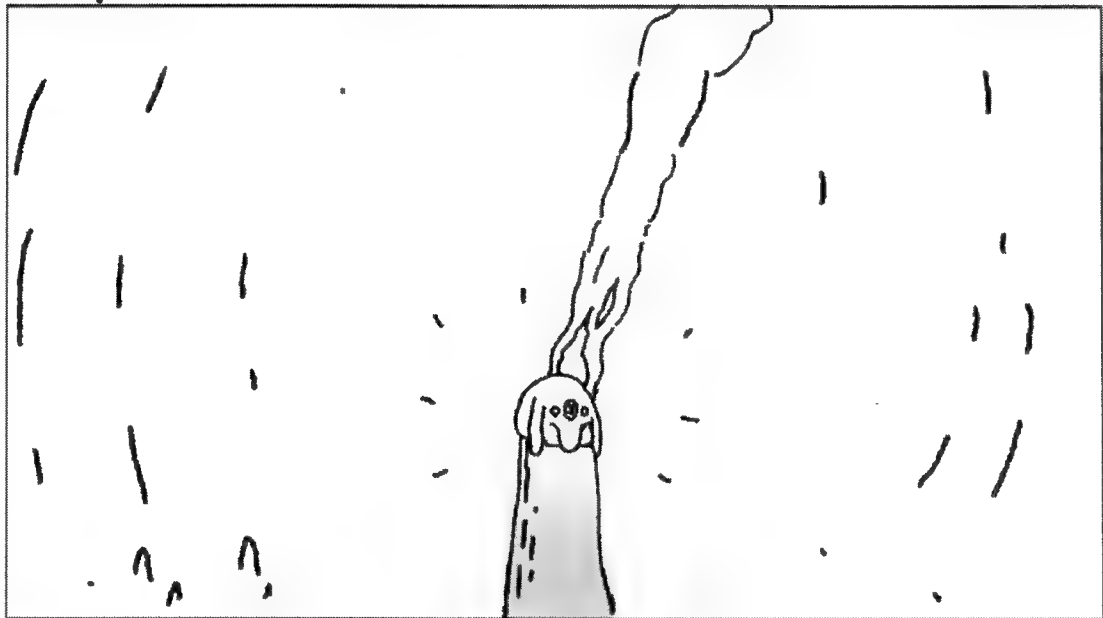
Page 159

Sc. 116

Pnl. A

Bg.

day night



Sc. 117

Pnl. A

Bg.

day night



Dialog:

Q NOT AS GRAND AS YOU  
ONCE WERE, EH?

Action:

- MADE OF LAVA.  
- LIGHT GLINTS OFF OF RUBIES

STROKING HIS CHIN.

Timing:

DETAIL



1025-178

EPISODE #

Production :

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# ADVENTURE TIME



Page 160

Sc. 117

Pnl. g

Bg.

day night



Dialog:

Q NOT AS GRAND AS YOU  
ONCE WERE, EH?

Action:

STROKING HIS STACHE. ABAB

Timing:

EPISODE #

1025-178

Production :

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# ADVENTURE TIME



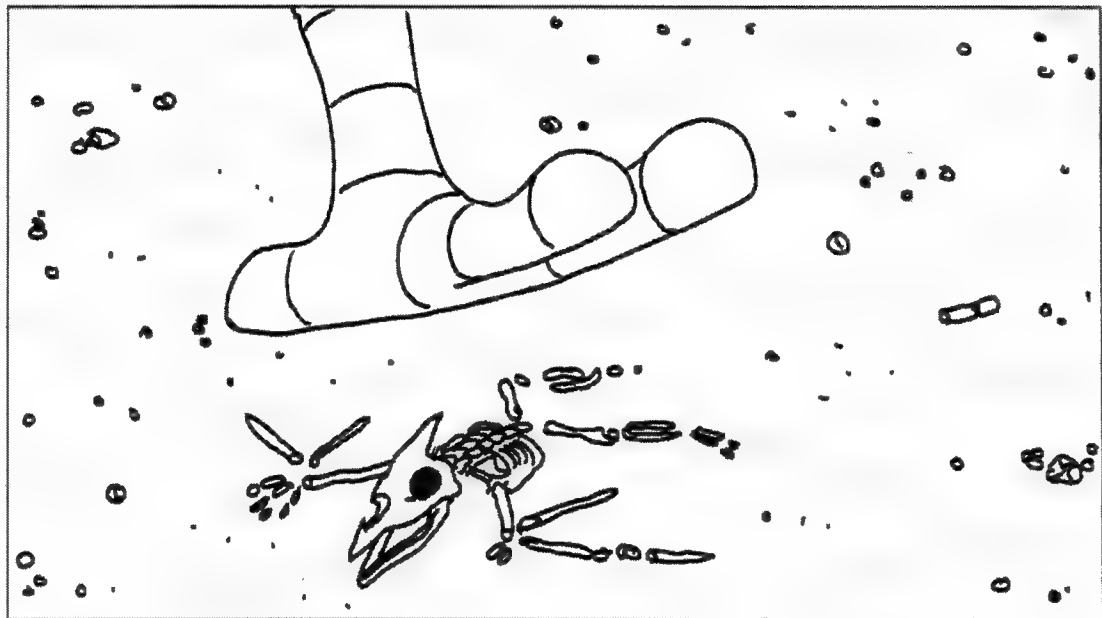
Page 161

Sc. 118

Pnl. A

Bg.

day night

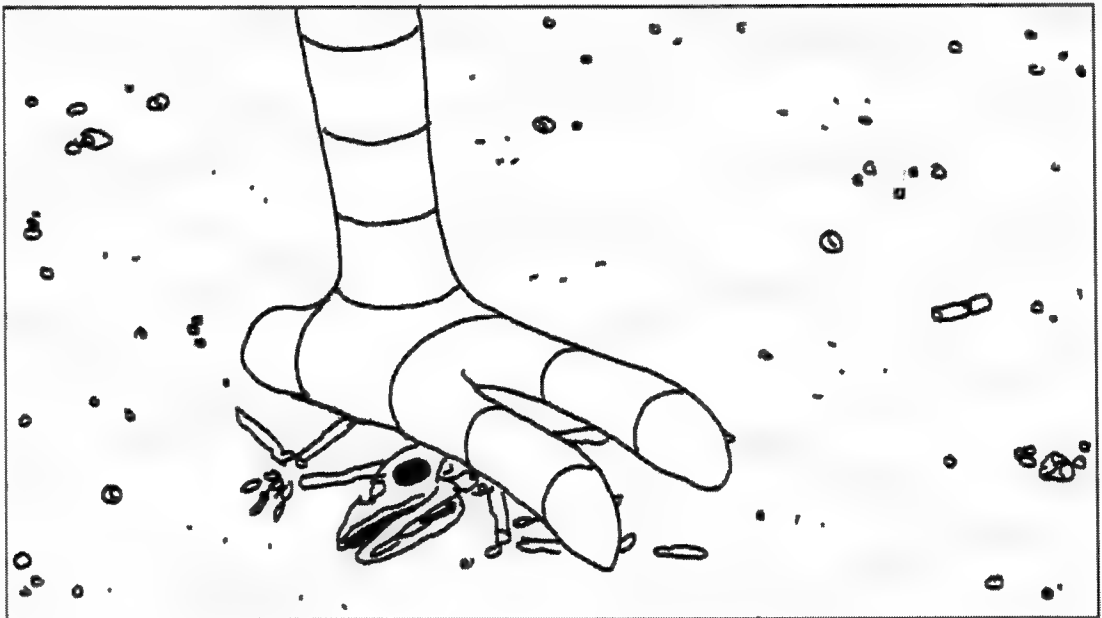


Sc. 118

Pnl. B

Bg.

day night



Dialog:

(SFX) / = CRUNCH =

Action:

PTERADON SKELETON

Timing:

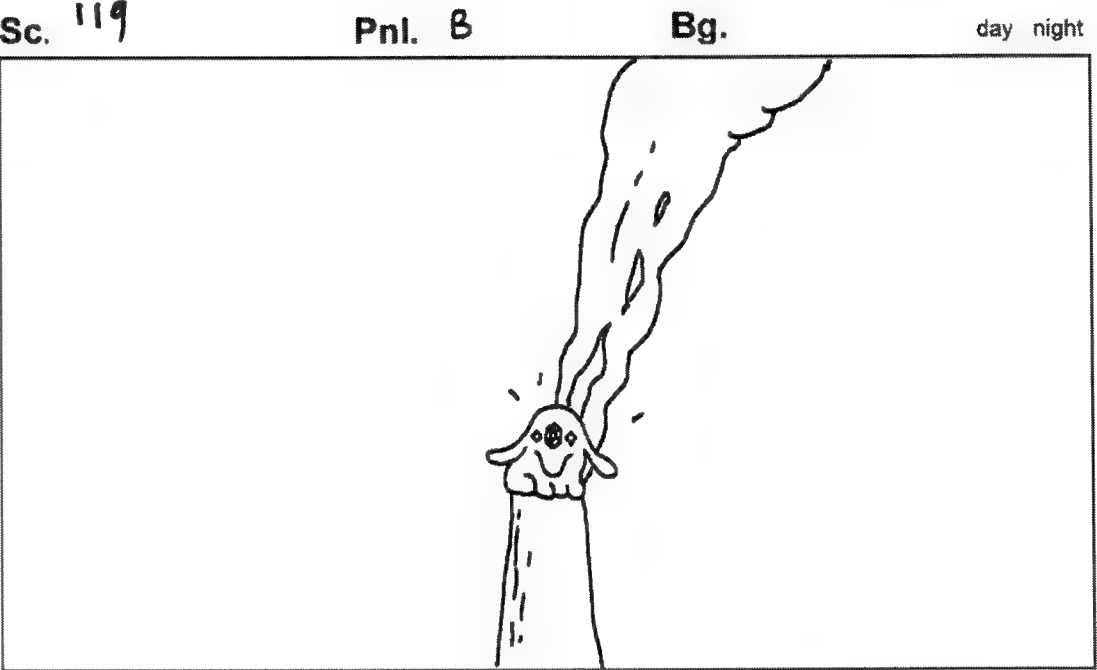
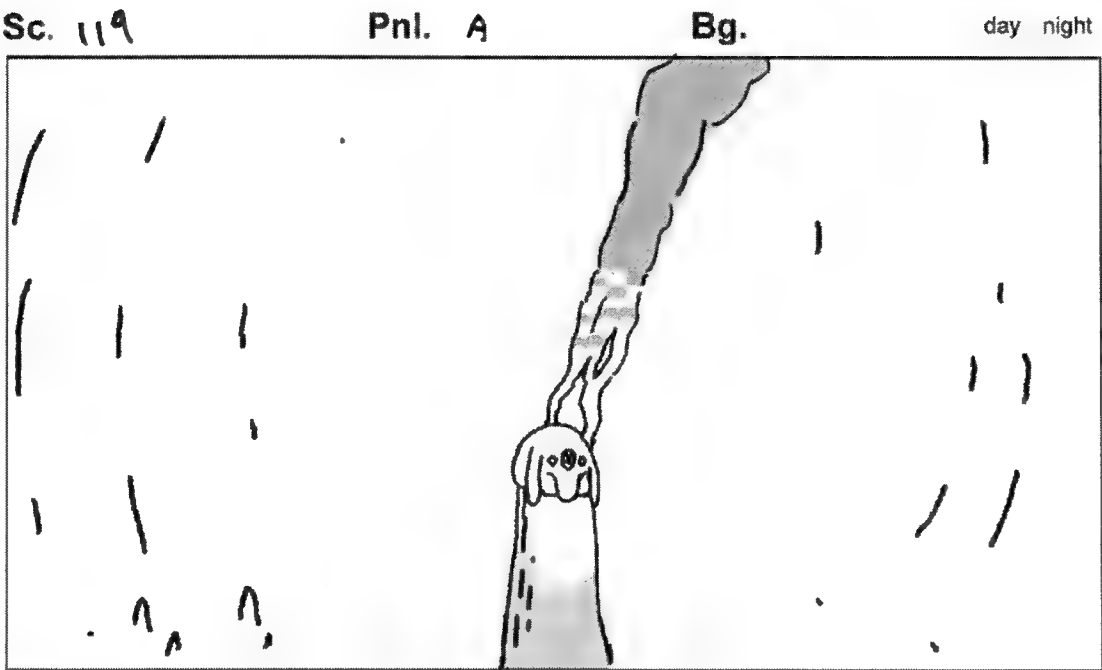
EPISODE #

Production :

1025-178

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ADVENTURE TIME



Dialog:	(SFX) RISING RUMBLING ALERTED!
Action:	
Timing:	

1025-178  
EPISODE #  
Production :



ADVENTURE TIME



Sc. 119 Pnl. A Bg. day night

Sc. 119 Pnl. B Bg. day night

Dialog:	== ROARING! RUMBLIN! ==
Action:	<u>EVERYTHING STARTS SHAKING.</u>
Timing:	

1025-178

EPISODE #

Production :

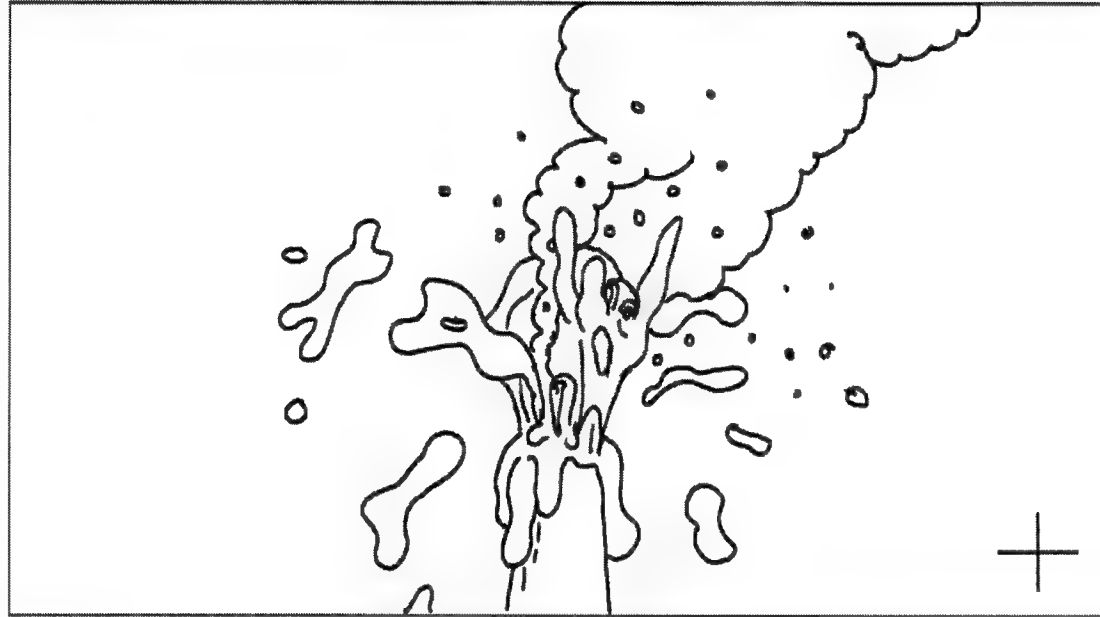
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# ADVENTURE TIME

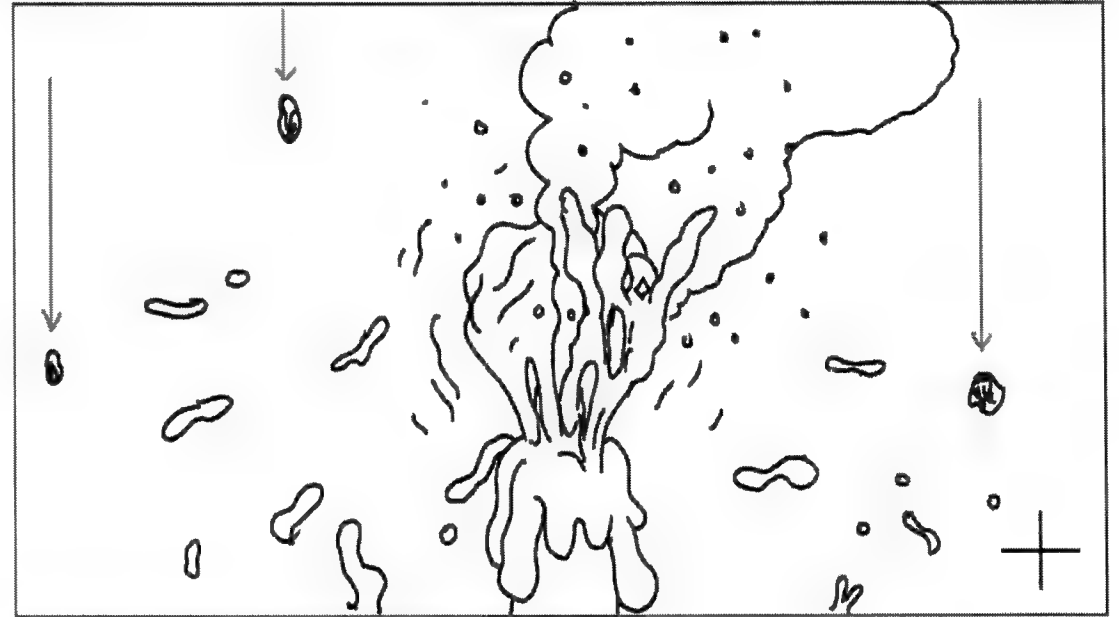


Page 169

Sc. 119 Pnl. C Bg. day night



Sc. 119 Pnl. D Bg. day night



Dialog:

Action:

DEBRIS RAINS DOWN

Timing:

EPISODE #

1025-178

Production :

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ADVENTURE TIME

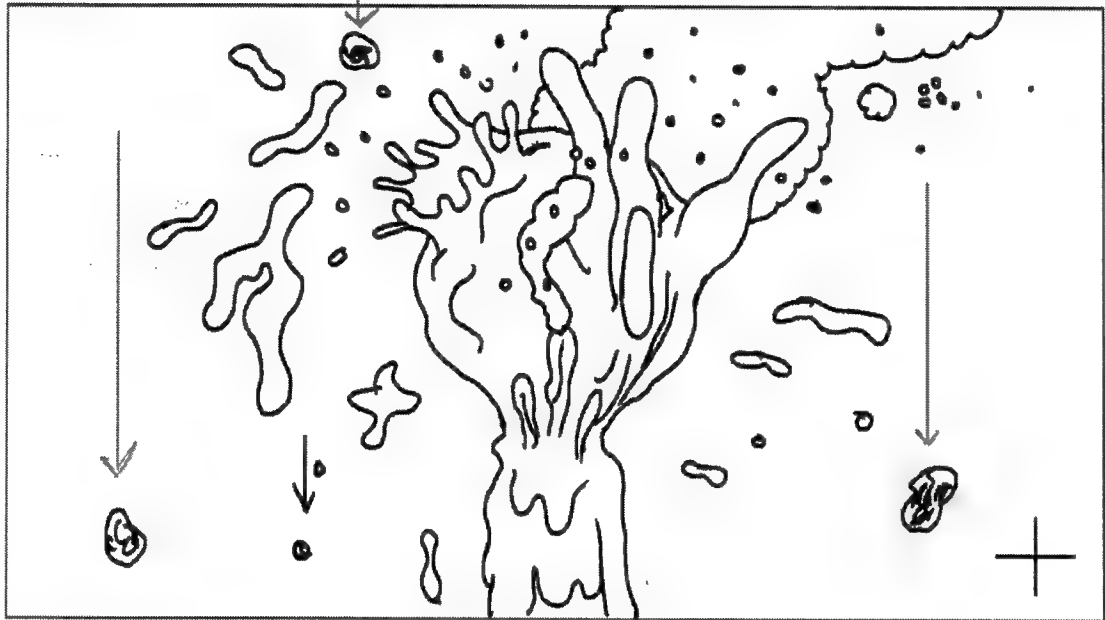


Sc. 119

Pnl. E

Bg.

day night



Sc. 119

Pnl. F

Bg.

day night



Dialog:

Action:

HOLY COW!

Timing:

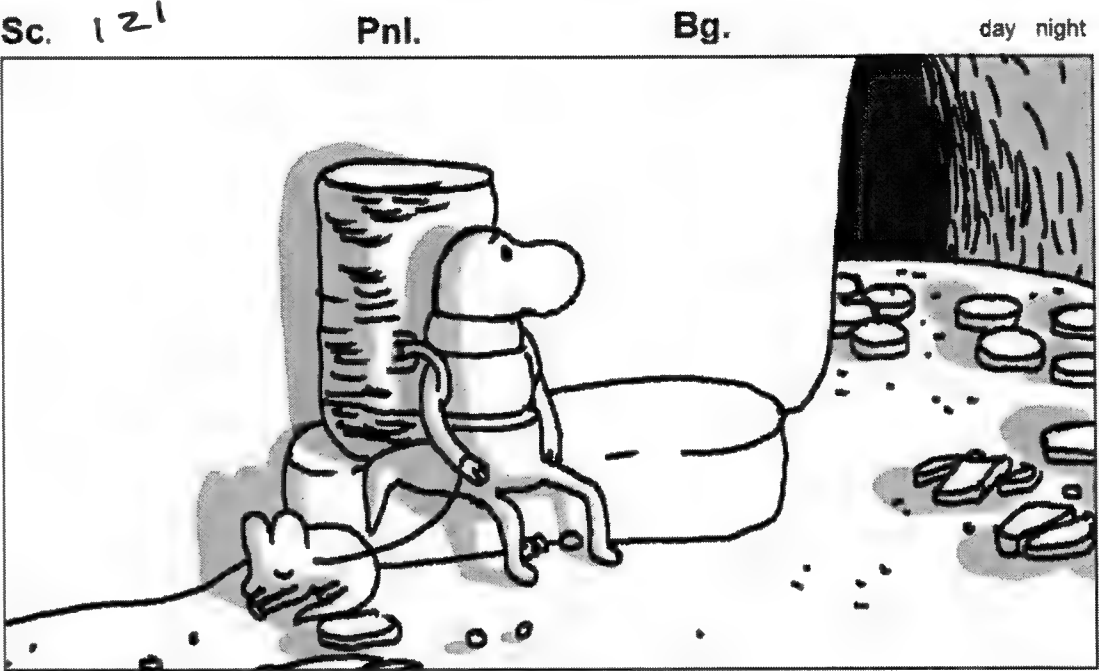
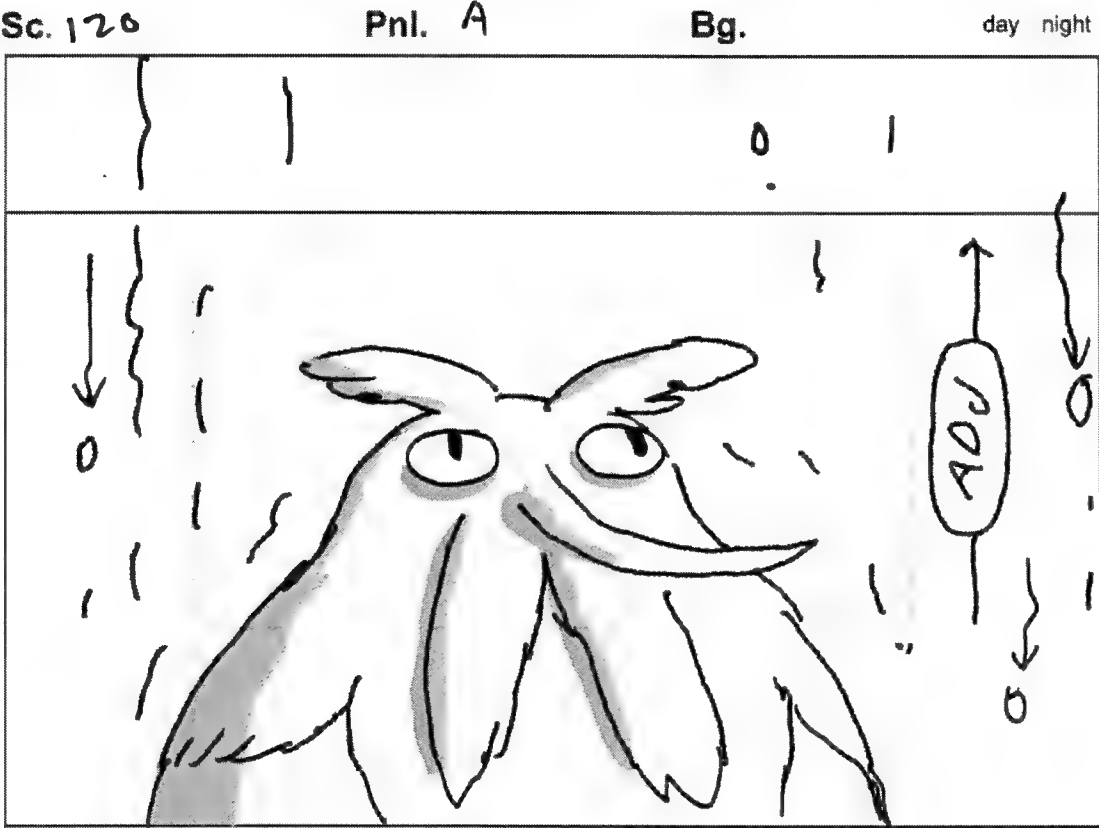
EPISODE #

1025-178

Production :

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ADVENTURE TIME



O.S. SFX SCREAMING, EXPLOSIONS,  
CRASHING, CRACKING, YELLING.

RUMBLE!!!

UE TRACKS DOG'S GROWTH  
UPWARDS, LIGHT GET'S BRIGHTER.

EPISODE # 1025-1/8

Production :

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# ADVENTURE TIME

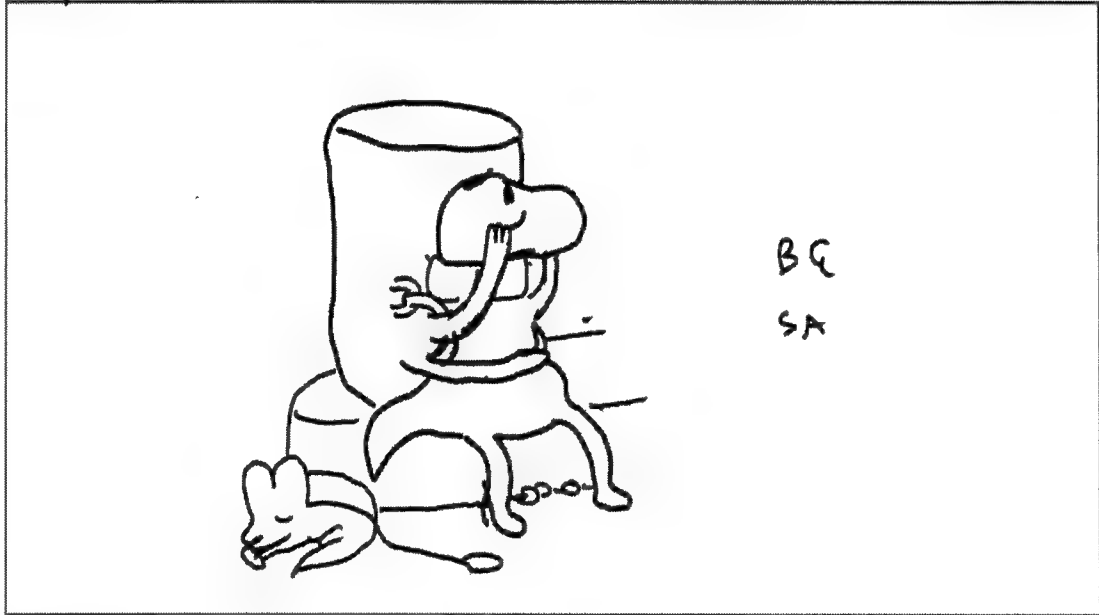


Sc. 121

Pnl. B

Bg.

day night



Sc. 121

Pnl. C

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1025-178  
Production :

# ADVENTURE TIME

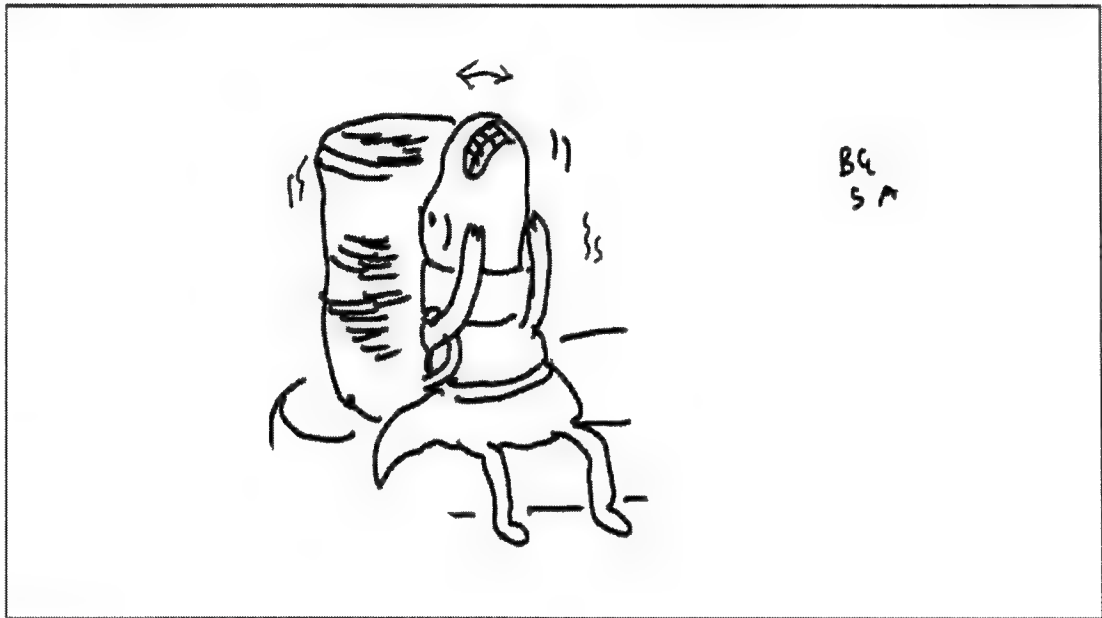


Sc. 121

Pnl. D

Bg.

day night

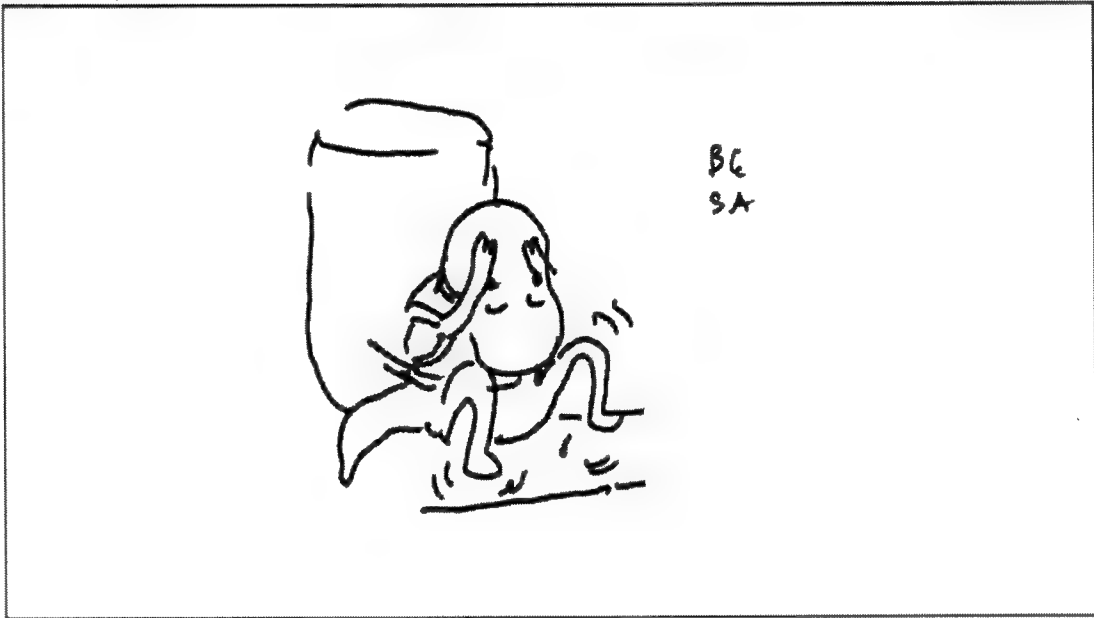


Sc. 121

Pnl. E

Bg.

day night



Dialog:
Action: <div>SHAKING NERVOUSLY.</div> <div>FRANTIC</div>
Timing:

ADVENTURE TIME

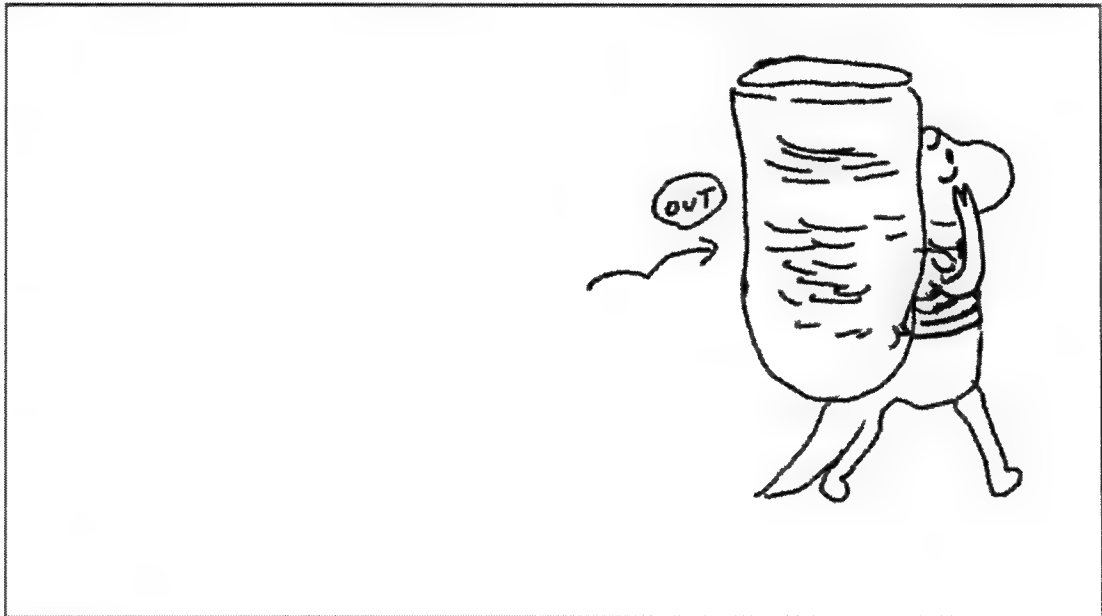


Sc. 121

Pnl. F

Bg.

day night

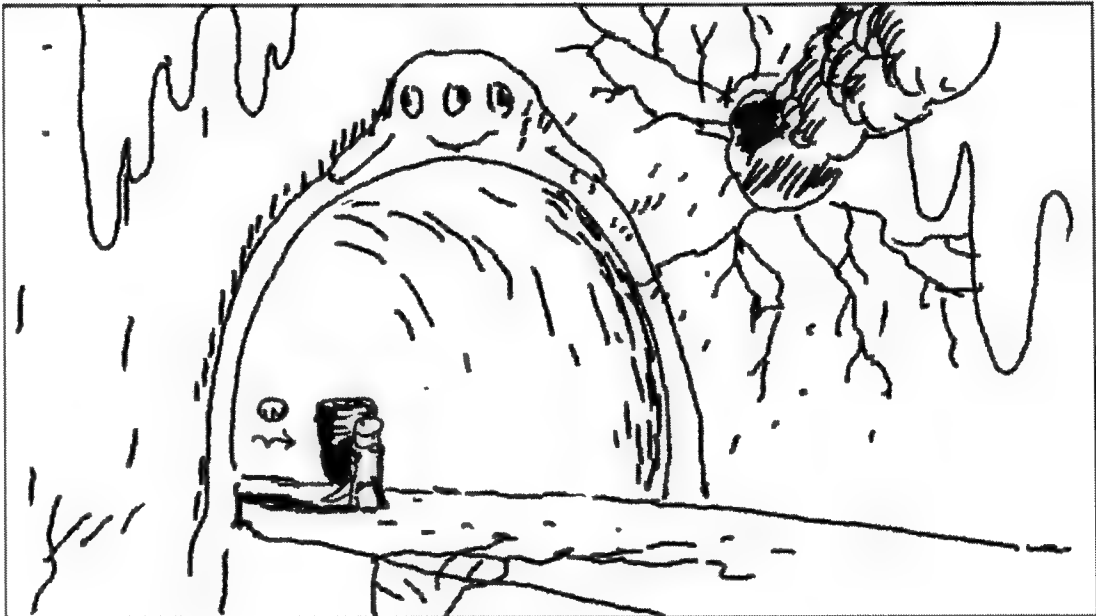


Sc. 122

Pnl. A

Bg.

day night



Dialog:

Q/ MASTER EVERGREEN I'M  
SORRY BUT I GOT WORRIED.

Action:

WALKS OFF.

Timing:

EPISODE #

1025-178

Production :

# ADVENTURE TIME



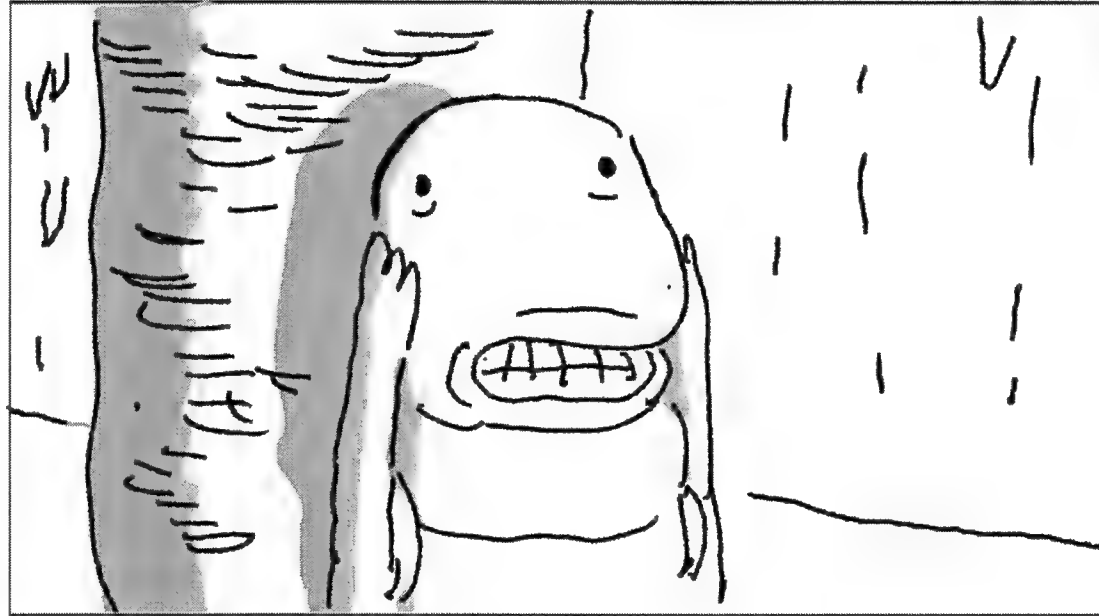
Page 170

Sc. 123

Pnl. A

Bg.

day night

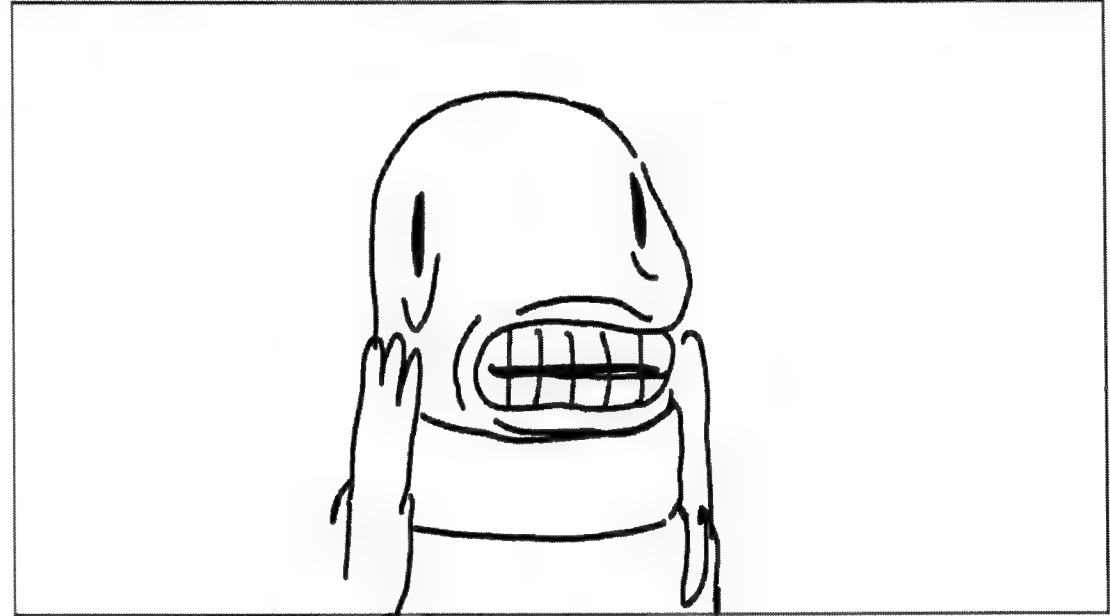


Sc. 123

Pnl. B

Bg.

day night



Dialog:

@ YEEE!

Action:

Timing:

EPISODE #

1025-178

Production :



ADVENTURE TIME

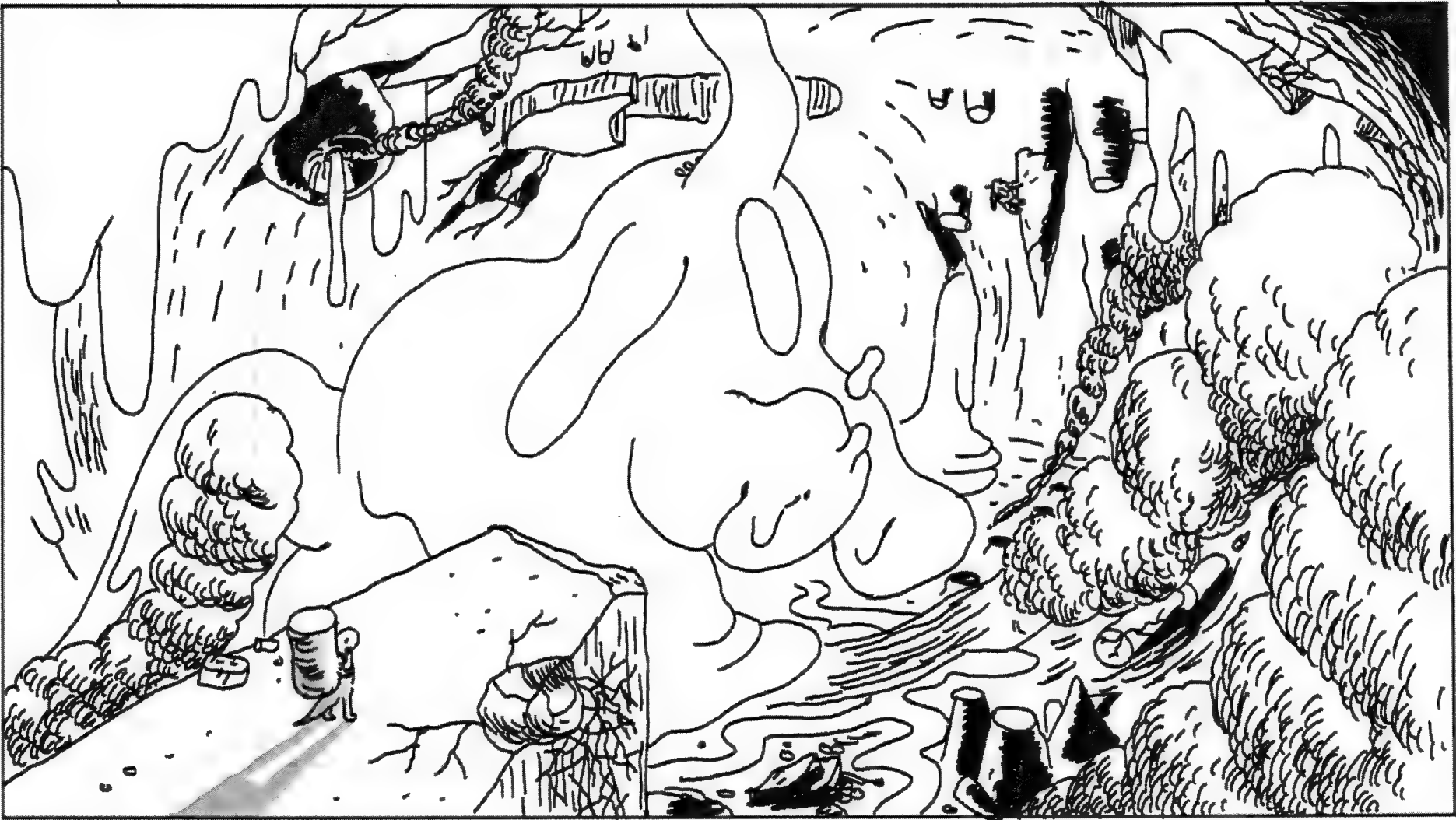


Sc. 124

Pnl. A

Bg.

day night



(SFX) / A CACOPHONY / **ROAR** = RUMBLE CRASH SIZZLE

Production :

EPISODE #

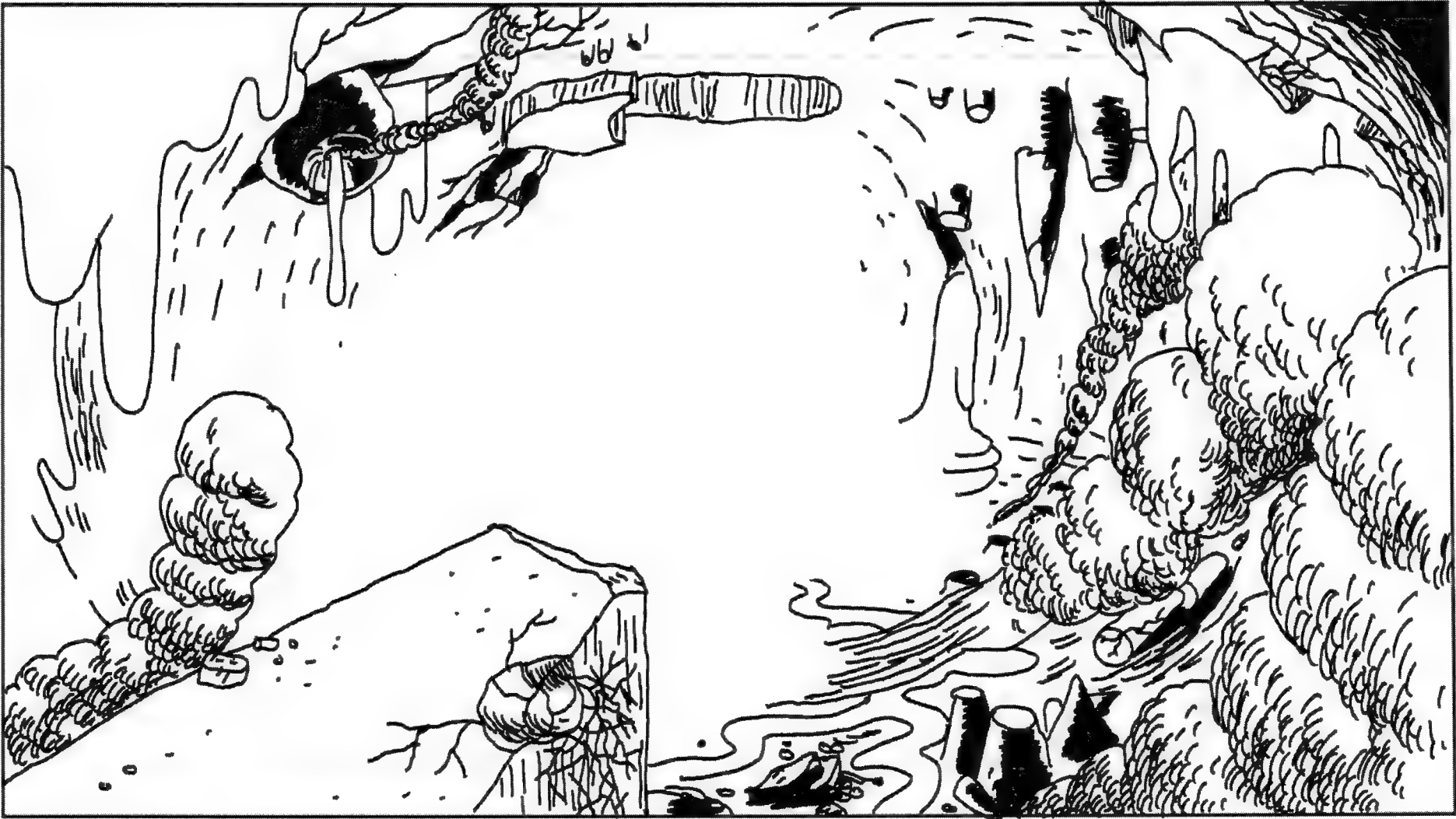
1025-178

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ADVENTURE TIME



Sc. 129 Pnl. Bg. day night



BG  
REF.

BUILT OVER SC.

Production : 1025-178 EPISODE #

# ADVENTURE TIME



Page 173

Sc. 124

Pnl.

Bg.

day night



MOVING ELEMENTS , (SMOKE AND FLOWING LAVA)

EPISODE #

1025-178

Production :

# ADVENTURE TIME



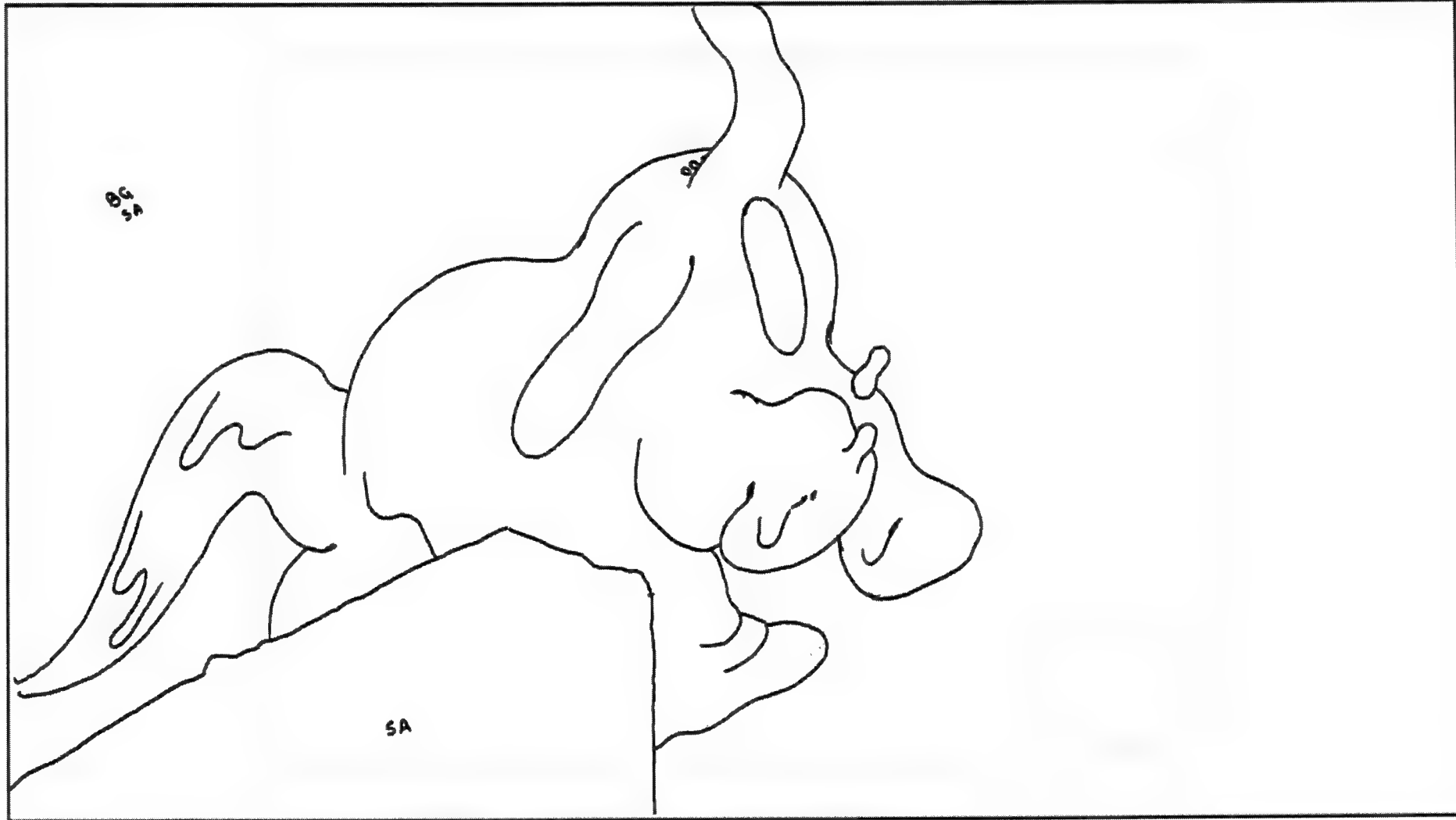
Page 174

Sc. 124

Pnl. B

Bg.

day night



SAME POSE AS PANEL A.

1025-178

EPISODE #

Production :

ADVENTURE TIME

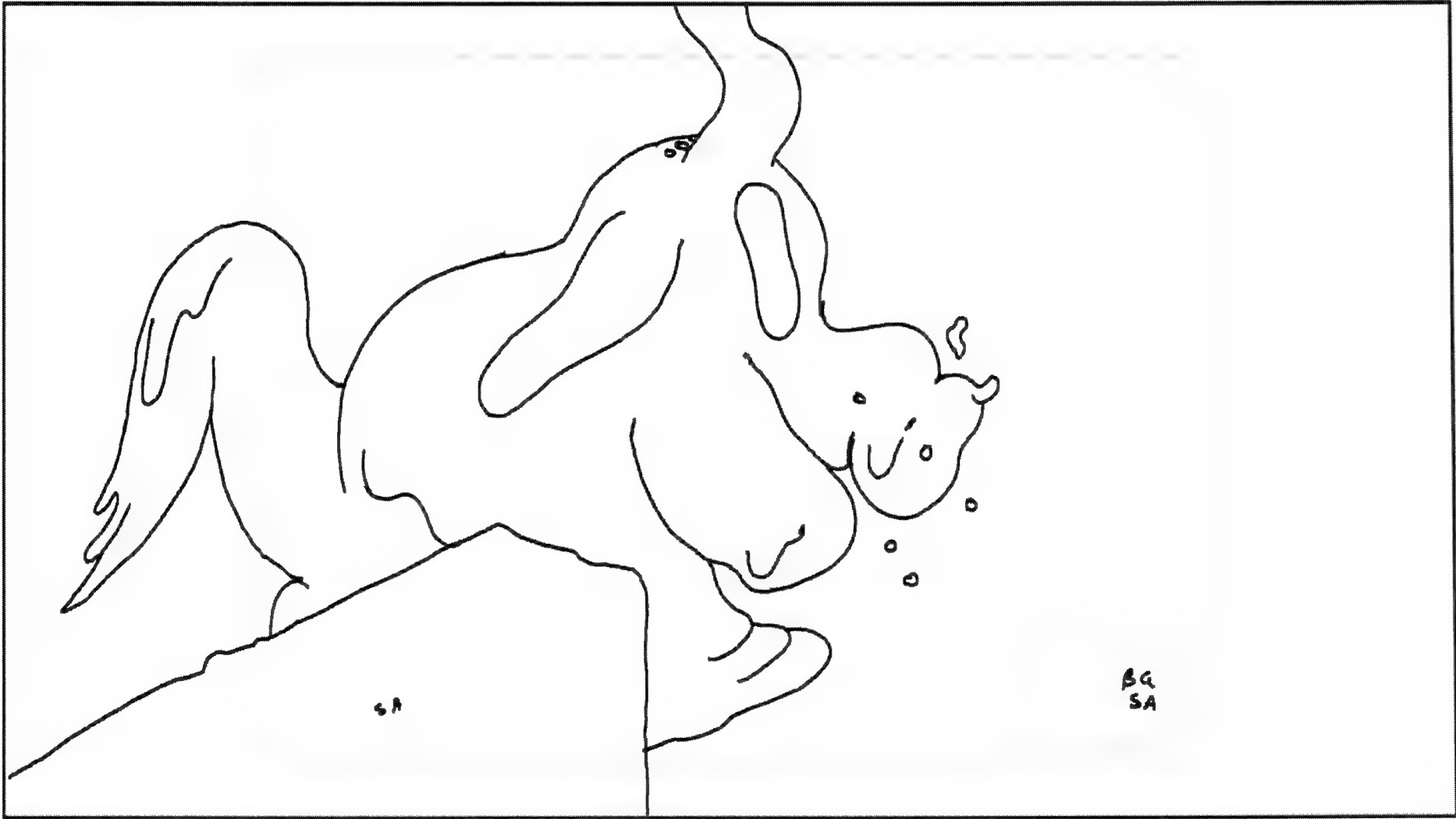


Sc. 124

Pnl. c

Bg.

day night



SA

BG  
SA

Production :

EPISODE #

1025-178

ADVENTURE TIME

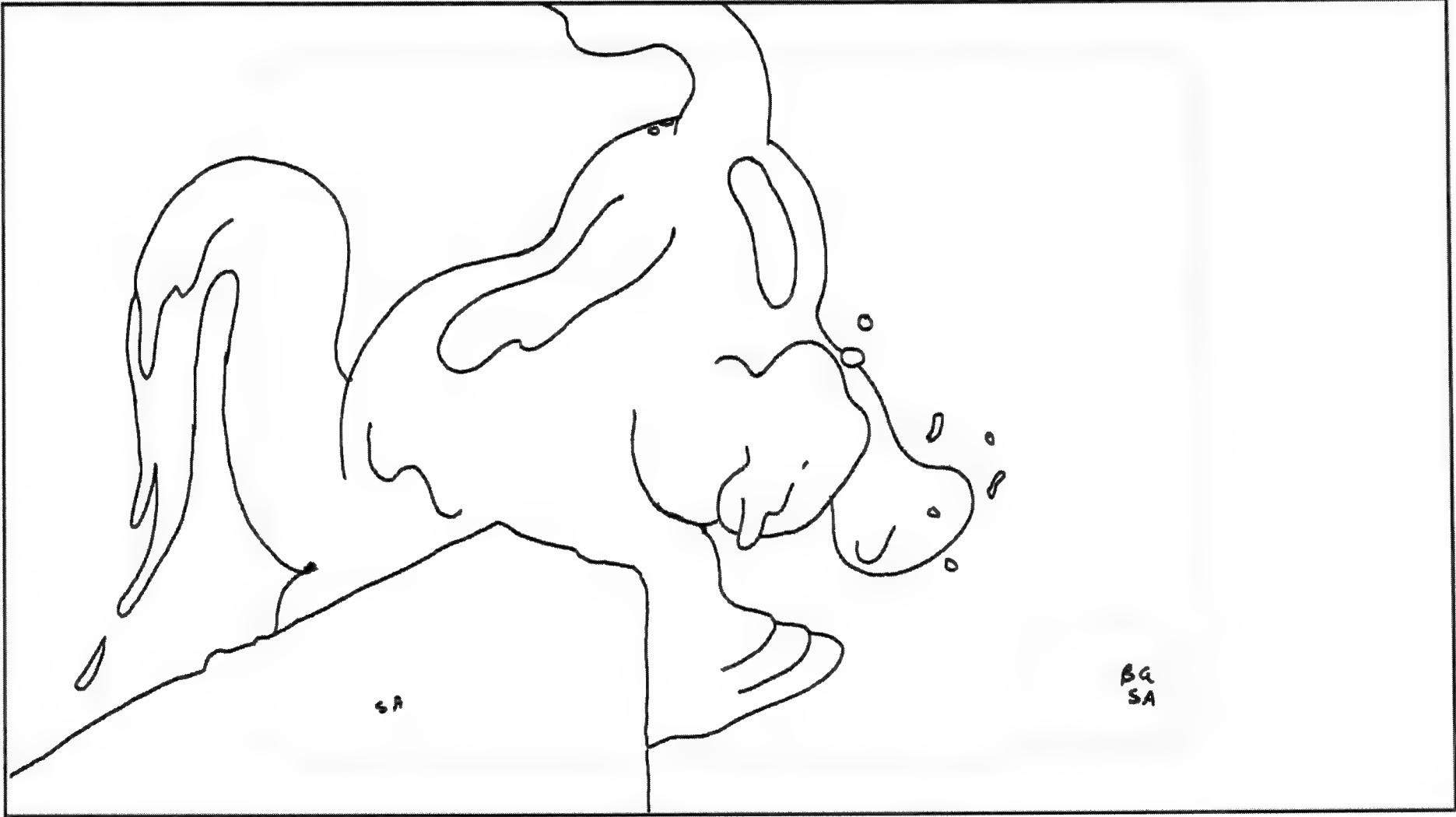


Sc. 124

Pnl. D

Bg.

day night



Production :

EPISODE #

1025-178

ADVENTURE TIME



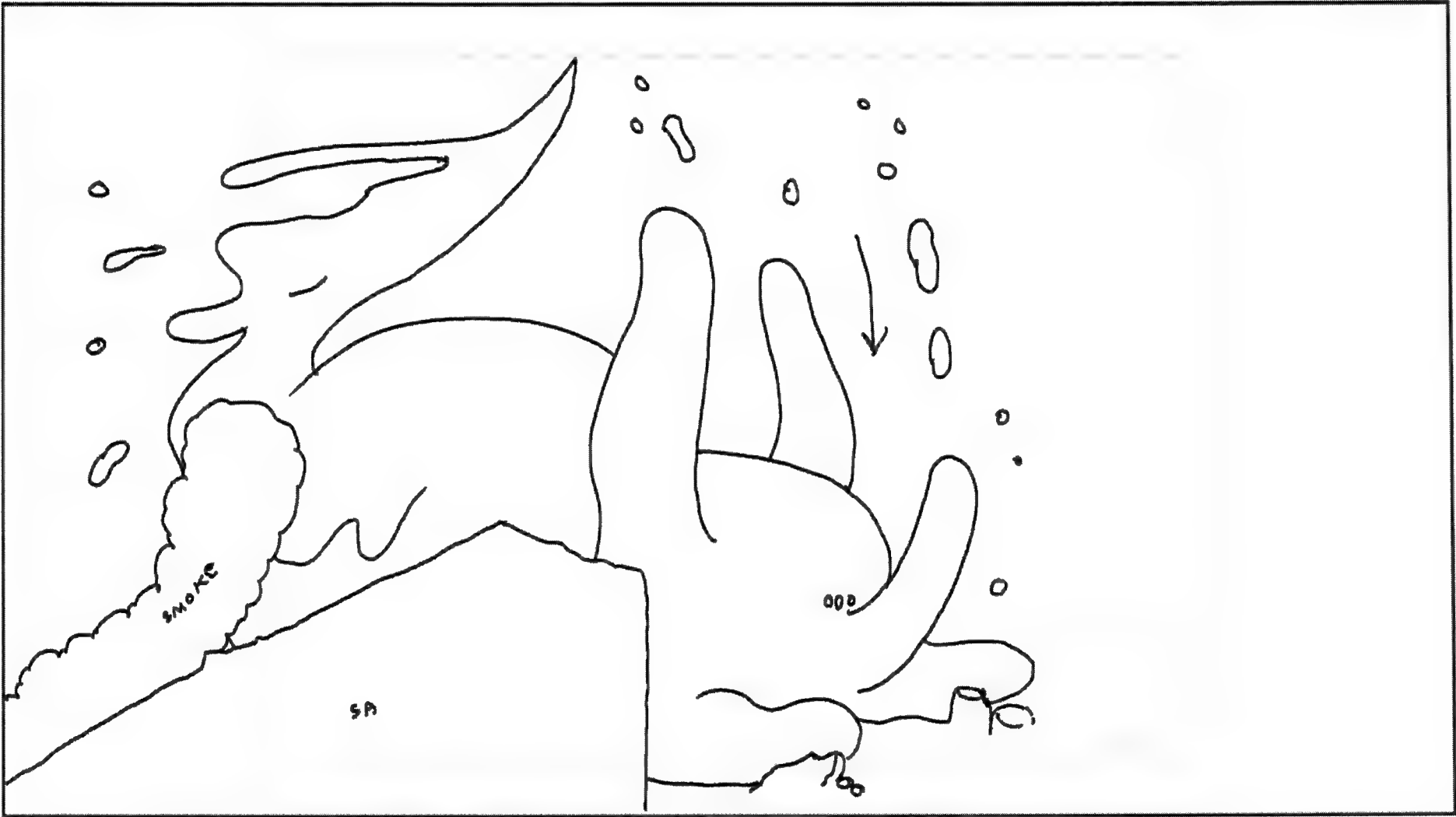
Page 177

Sc. 124

Pnl. E

Bg.

day night



|||CAM SHAKE|||

Production :

EPISODE #

1025-178

ADVENTURE TIME

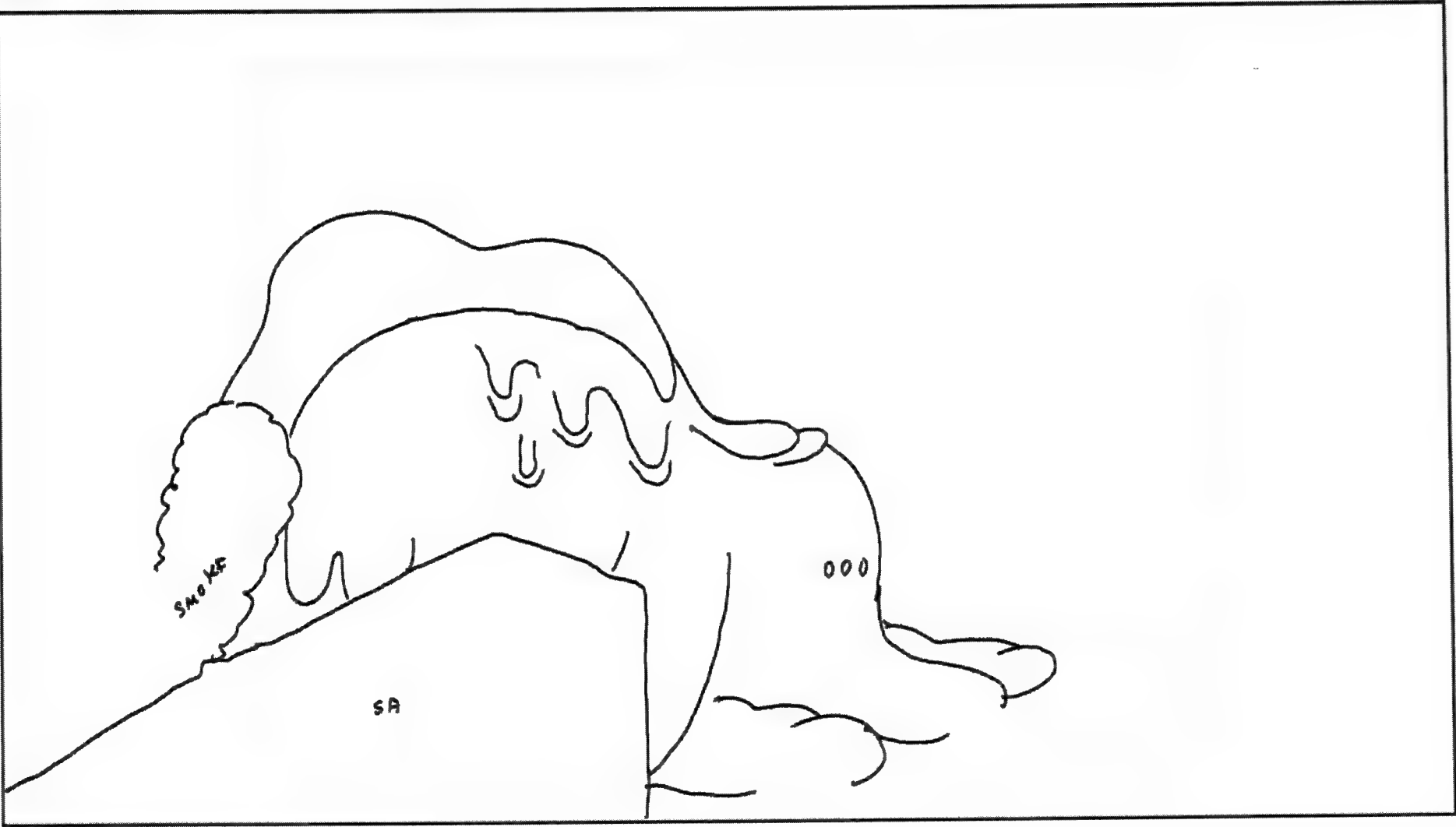


Sc. 124

Pnl. 15

Bg.

day night



Production :

EPISODE #

1025-178



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ADVENTURE TIME

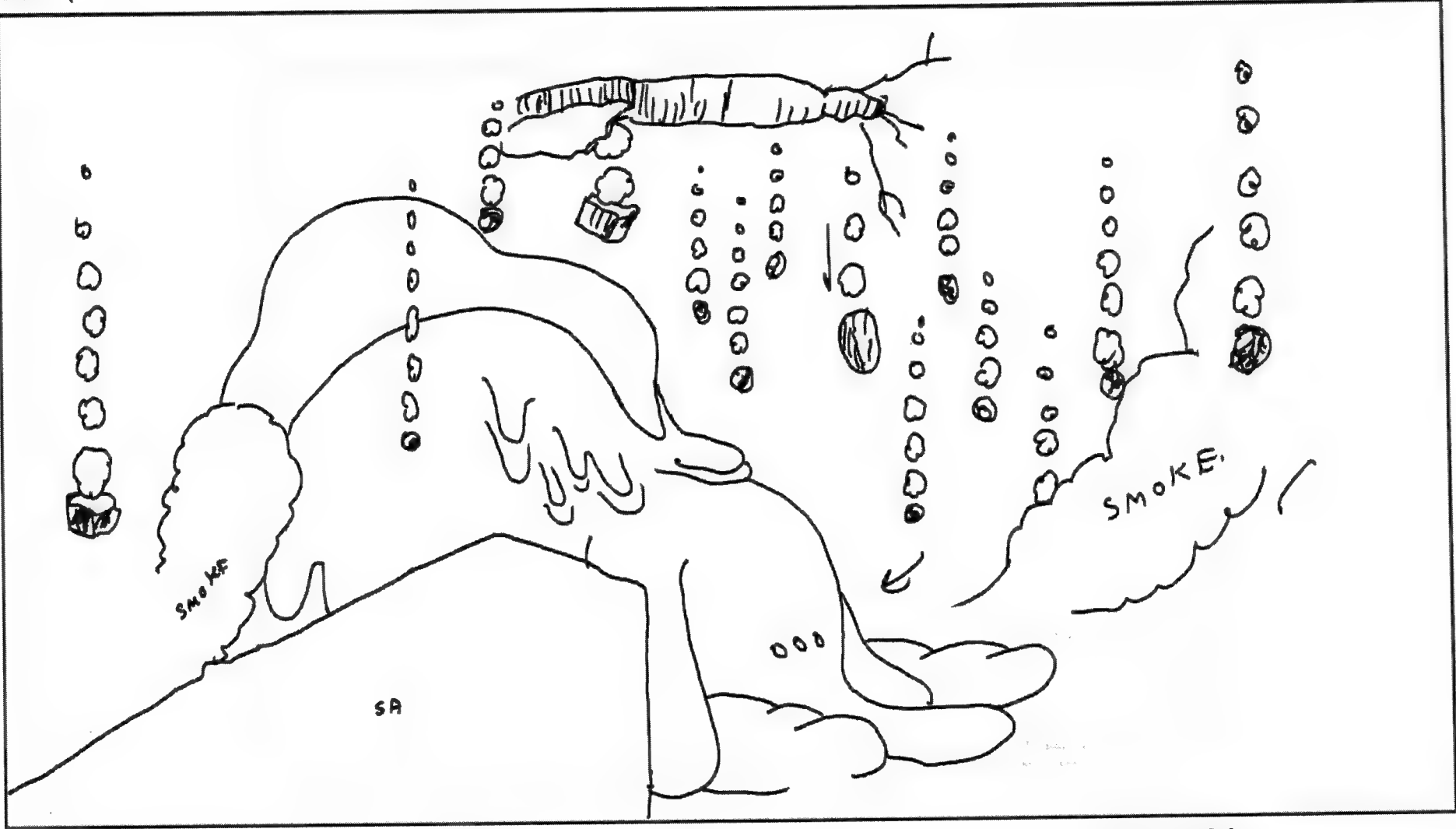


Sc. 124

Pnl. 4

Bg.

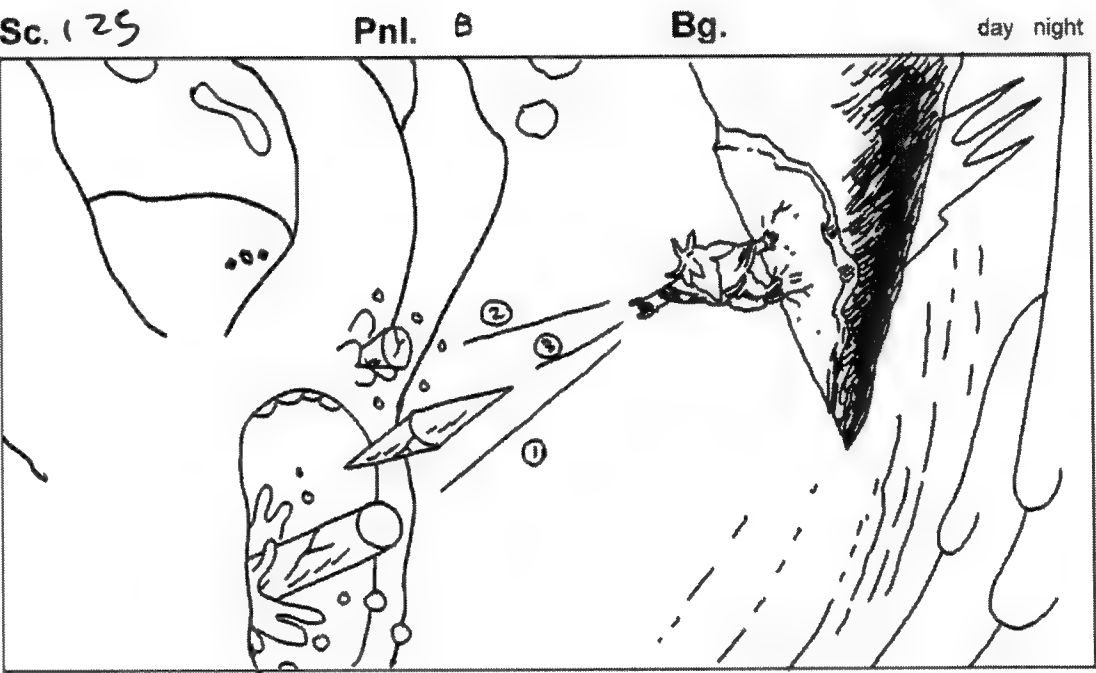
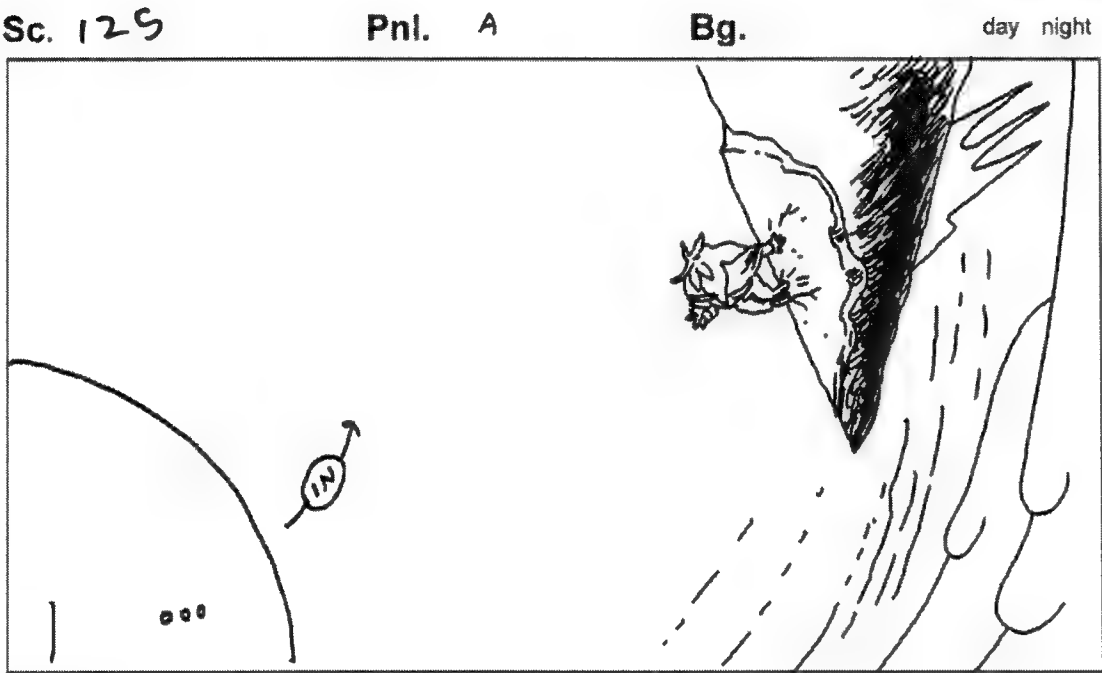
day night



RUBBLE RAINS DOWN. — MAYBE VETS THE RUBBLE, IF THE SHOT IS TOO FAST/BUSY

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ADVENTURE TIME



Dialog:	ROARING
Action:	PROJECTILE REF.
Timing:	

1025-178  
EPISODE #  
Production :

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ADVENTURE TIME

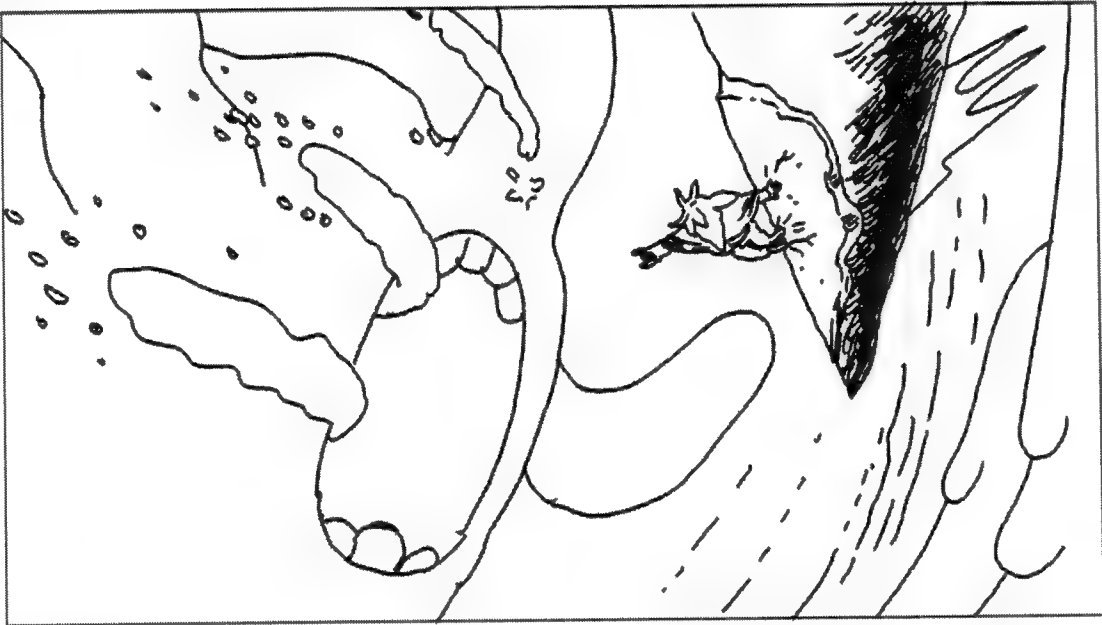


Sc. 125

Pnl. C

Bg.

day night

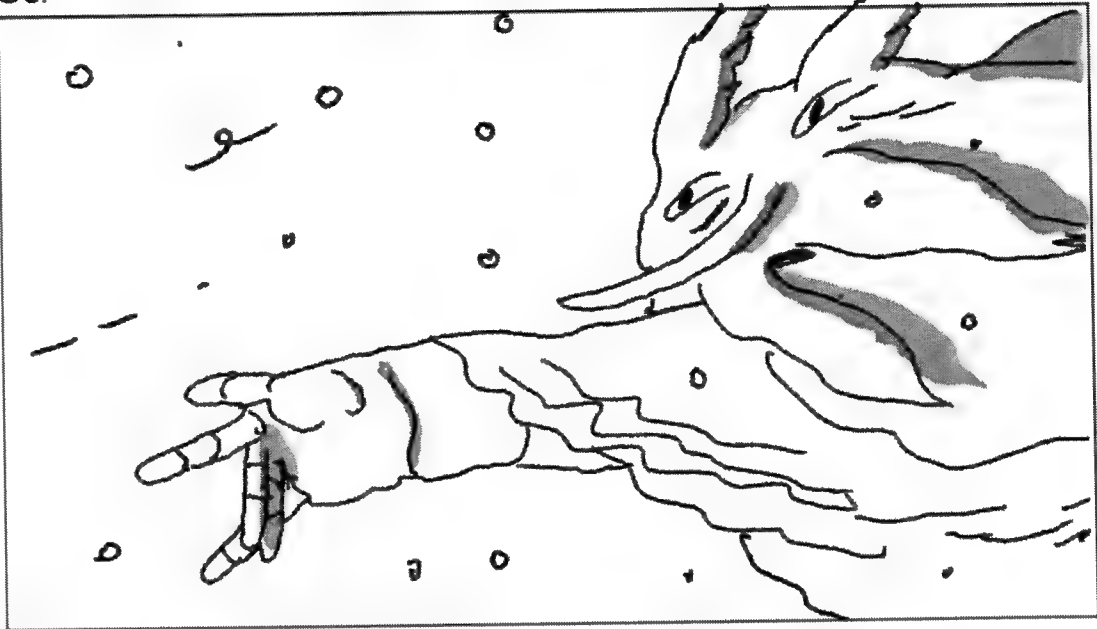


Sc. 126

Pnl. A

Bg.

day night



Dialog:

Action:



Timing:

EPISODE #

Production :

1025-178

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ADVENTURE TIME

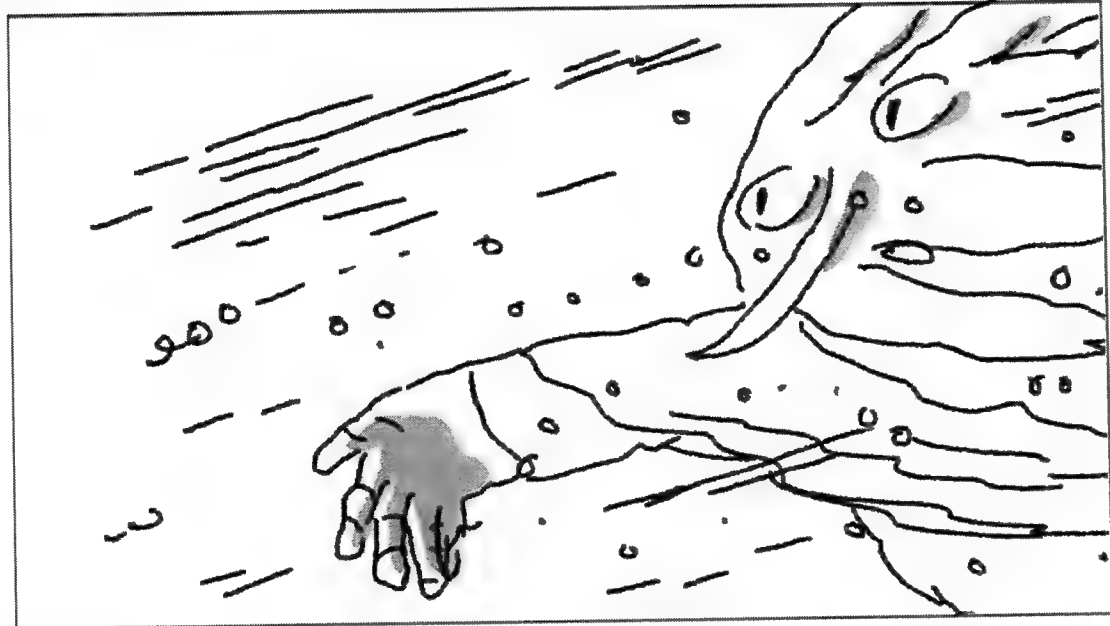


Sc. 126

Pnl. B

Bg.

day night

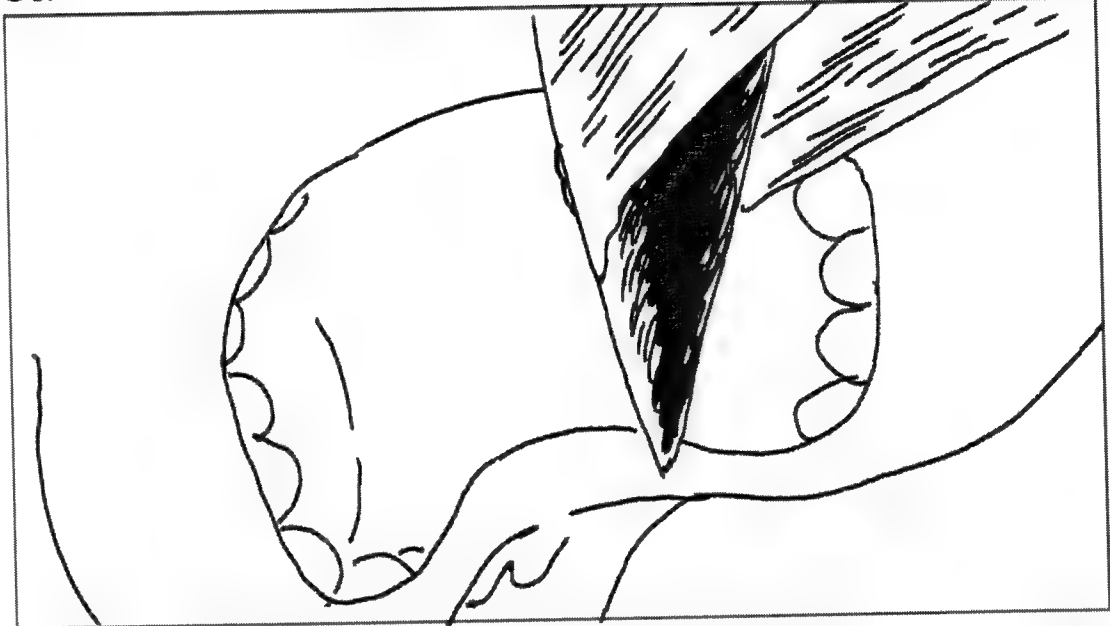


Sc. 127

Pnl. A

Bg.

day night



Dialog:	
Action:	OVERWHELMED BY HOT WIND & EMBERS
Timing:	STEAM SHOOTING OFF THE SPIKE.

EPISODE # 1025-178  
Production :

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ADVENTURE TIME

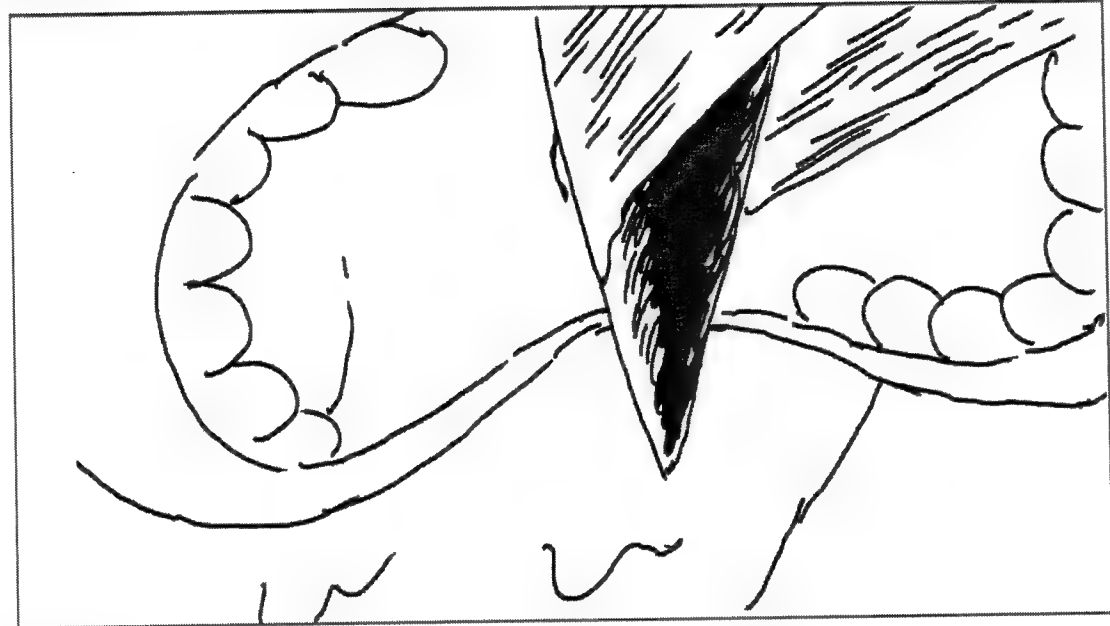


Sc. 127

Pnl. B

Bg.

day night

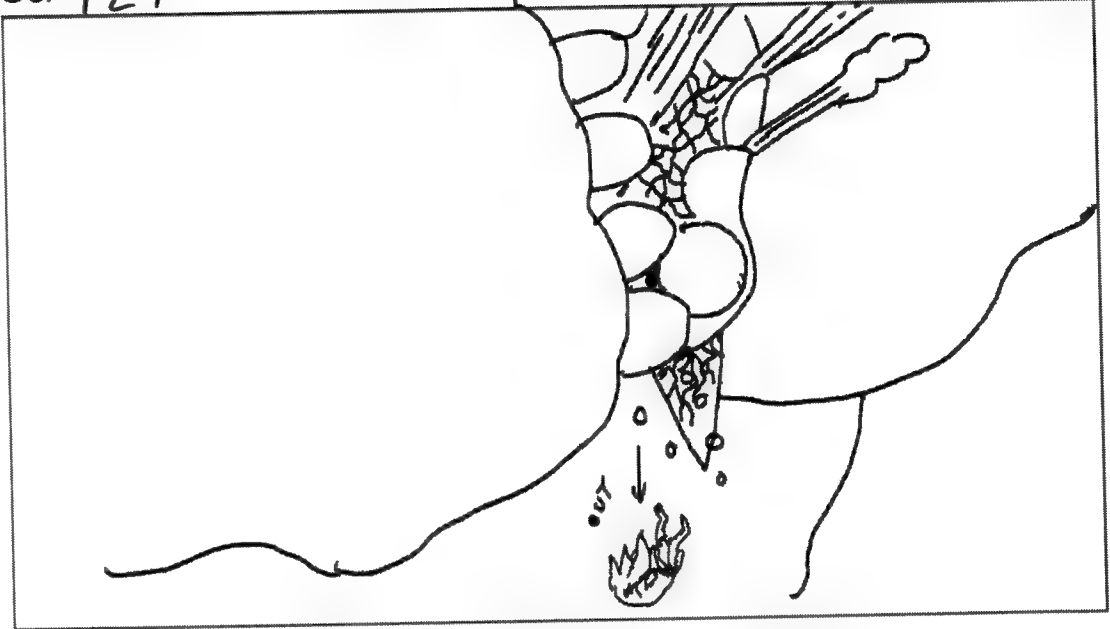


Sc. 127

Pnl. C

Bg.

day night



Dialog:

SEX CRUNCH

Action:

U.G. DROPS AWAY

Timing:

EPISODE #

Production :

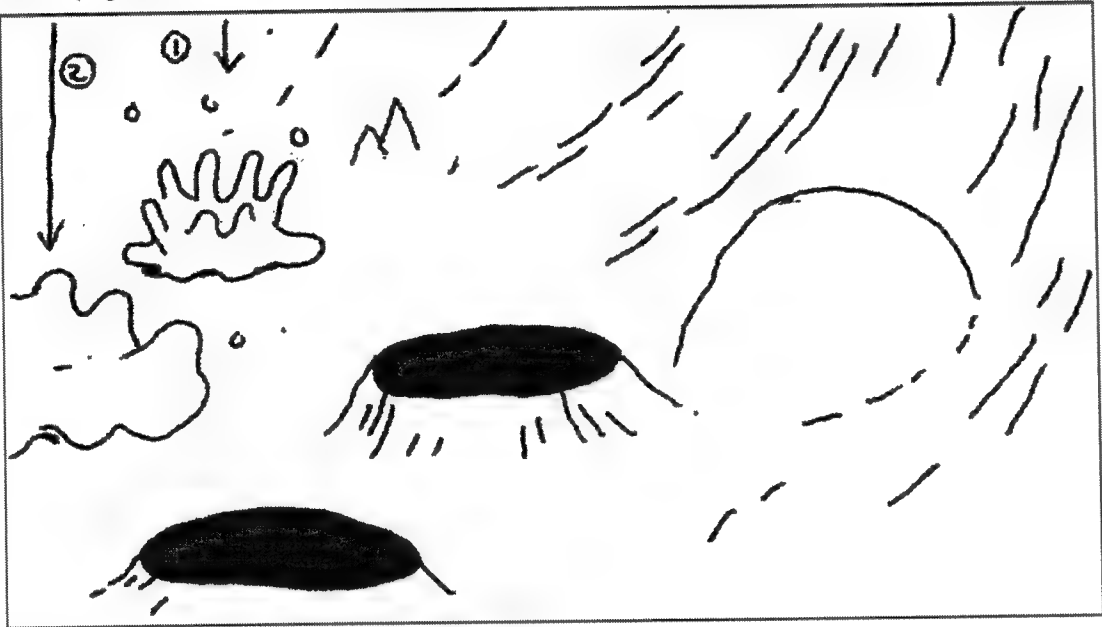
1025-178

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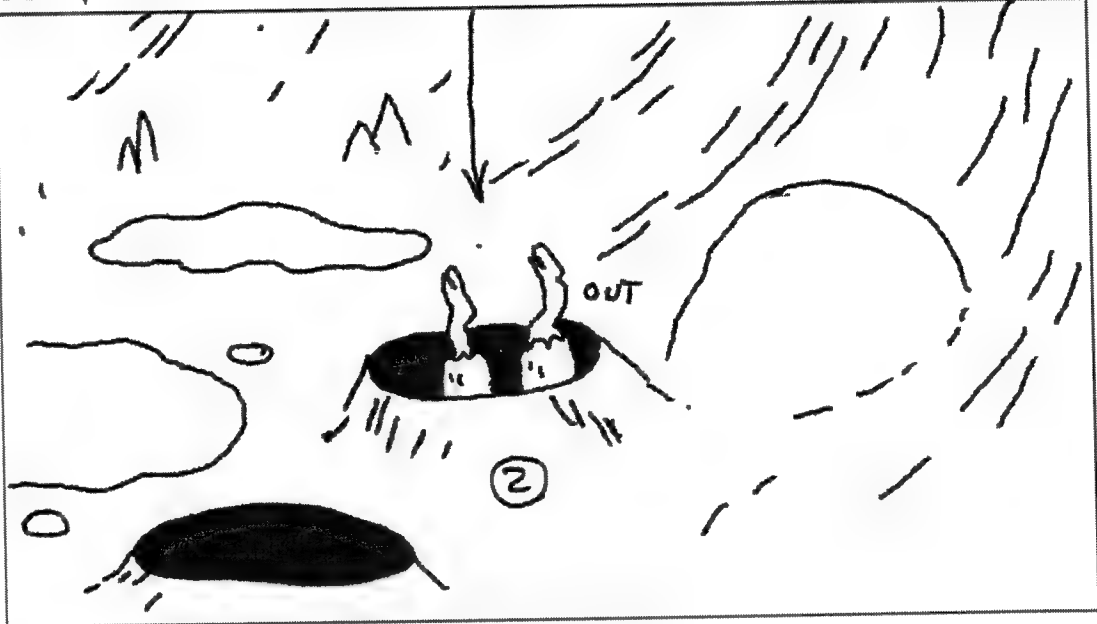
ADVENTURE TIME



Sc. 128 Pnl. A Bg. day night



Sc. 128 Pnl. B Bg. day night



Dialog:

Action:

Timing:



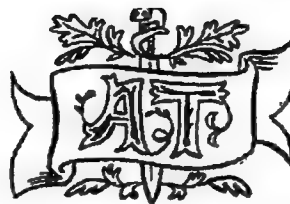
EPISODE #

Production :

1025-178

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# ADVENTURE TIME



Page 185

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
179				

Dialog:
Action:
Timing:

EPISODE # 1025-178  
Production :

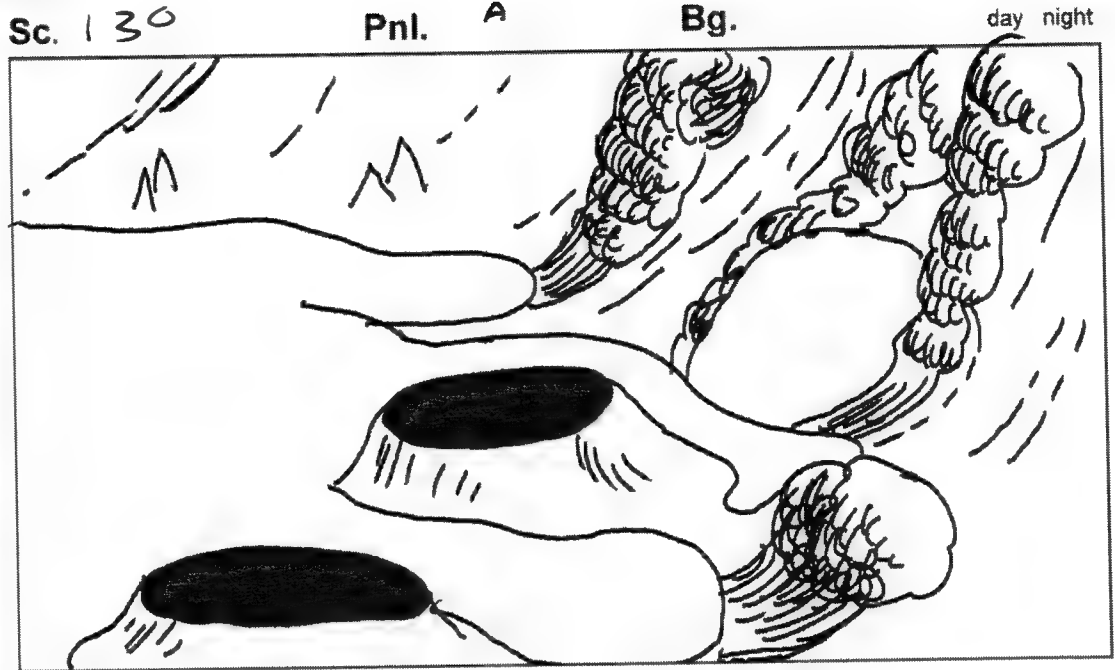
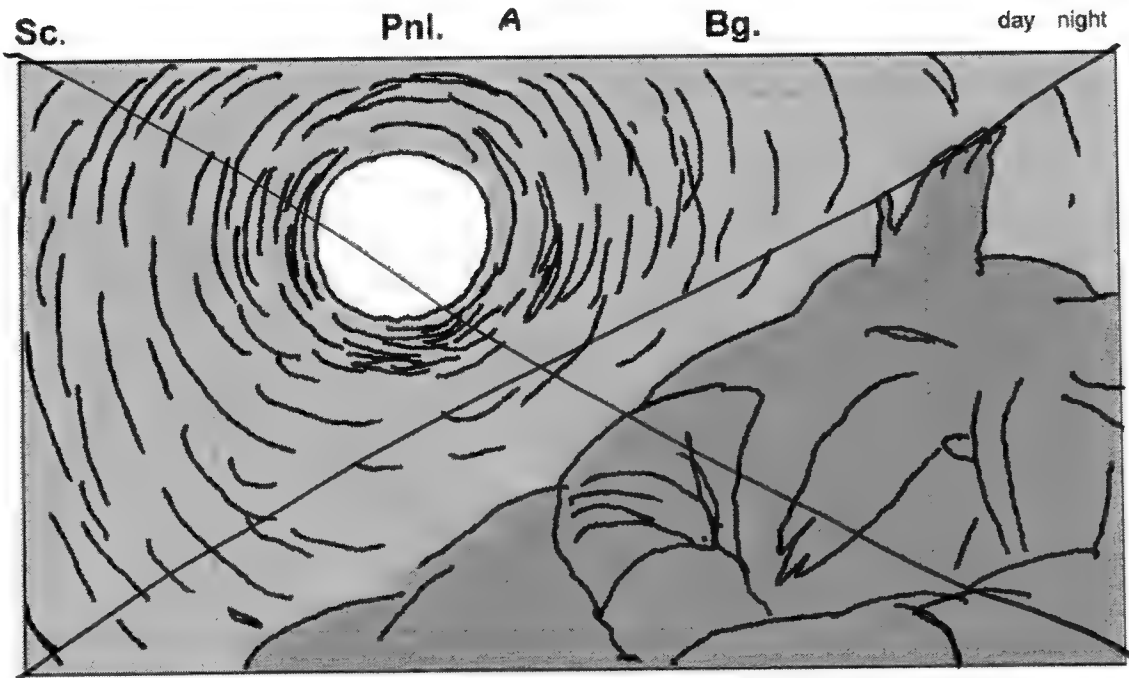
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# ADVENTURE TIME



186

Page ~~186~~



Dialog:
Action:
Timing:

OUT COLD.  
~~THE MUSEUM~~

EPISODE # 1025-178

Production :



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ADVENTURE TIME



Sc. 130 Pnl. B Bg. day night



Sc. 131 Pnl. A Bg. day night



Dialog:
Action:
Timing:

LAVA MENISCUS CLOSING  
OVER HOLE .

EPISODE # 1025-178  
Production :

# ADVENTURE TIME



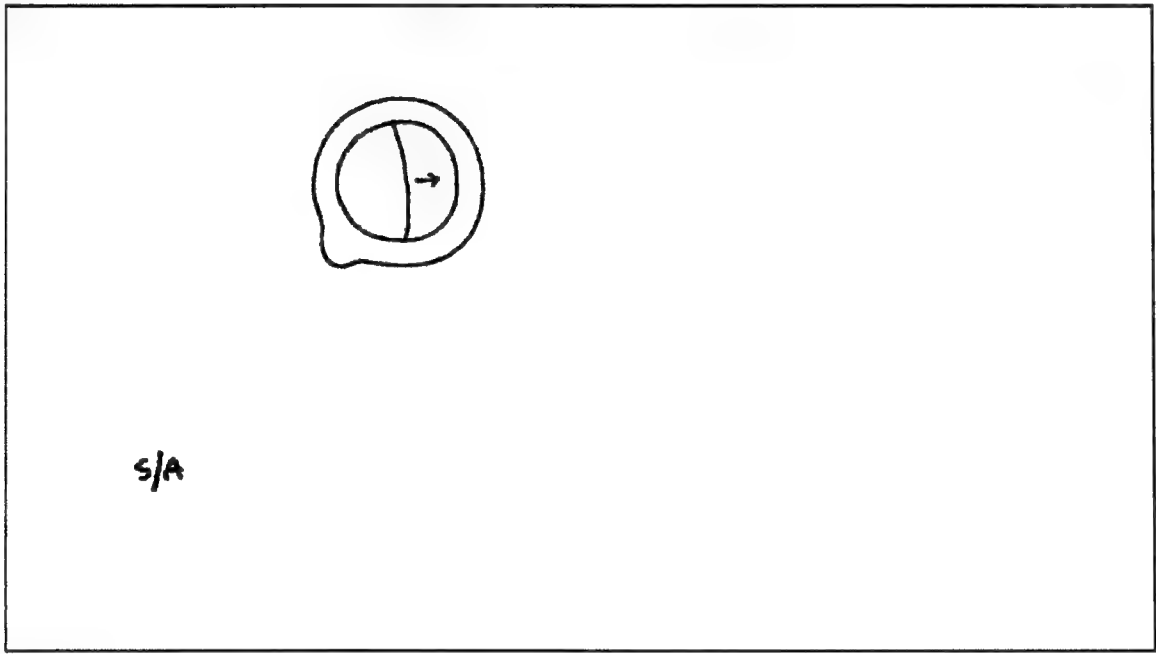
Page 188

Sc. 131

Pnl. a

Bg.

day night



Sc. 131

Pnl. c

Bg.

day night



No 189

1025-178

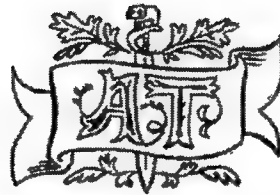
EPISODE #

Production :

Dialog:	
Action: MAGWOOD COMES IN . - MAGWOOD STARTS TO COME TO. - ILLUMINATES HOLE	
Timing:	

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ADVENTURE TIME



(No 109)

190

Page ~~108~~

Sc. 132

Pnl. A

Bg.

day night



Sc. 132

Pnl. B

Bg.

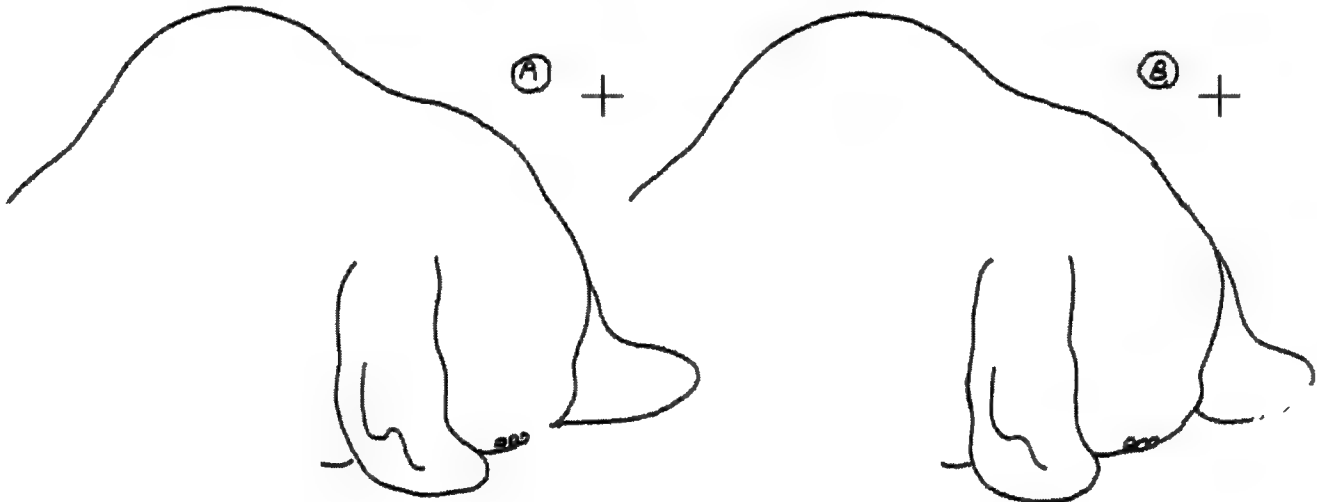
day night



Dialog:

Action:

Timing:



SNUFFLING -

A B A B

EPISODE #

1025-178

Production :

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# ADVENTURE TIME



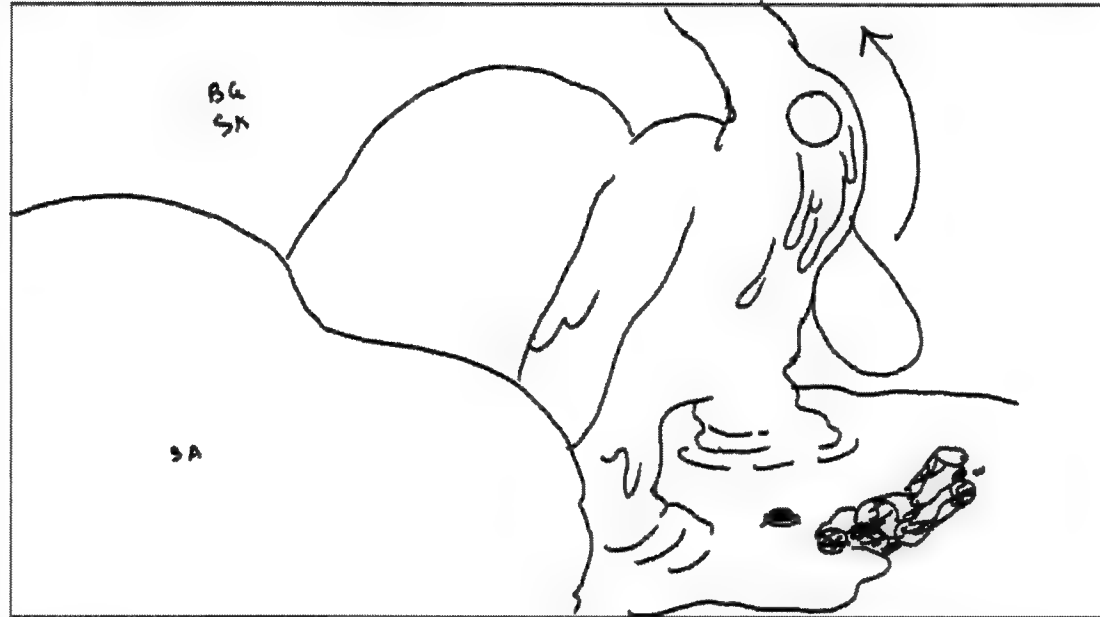
Page 191

Sc. 132

Pnl. C

Bg.

day night



Sc. 137

Pnl. D

Bg.

day night



Dialog:

MAQ WOOD

HO EVLS!

Action:

Timing:

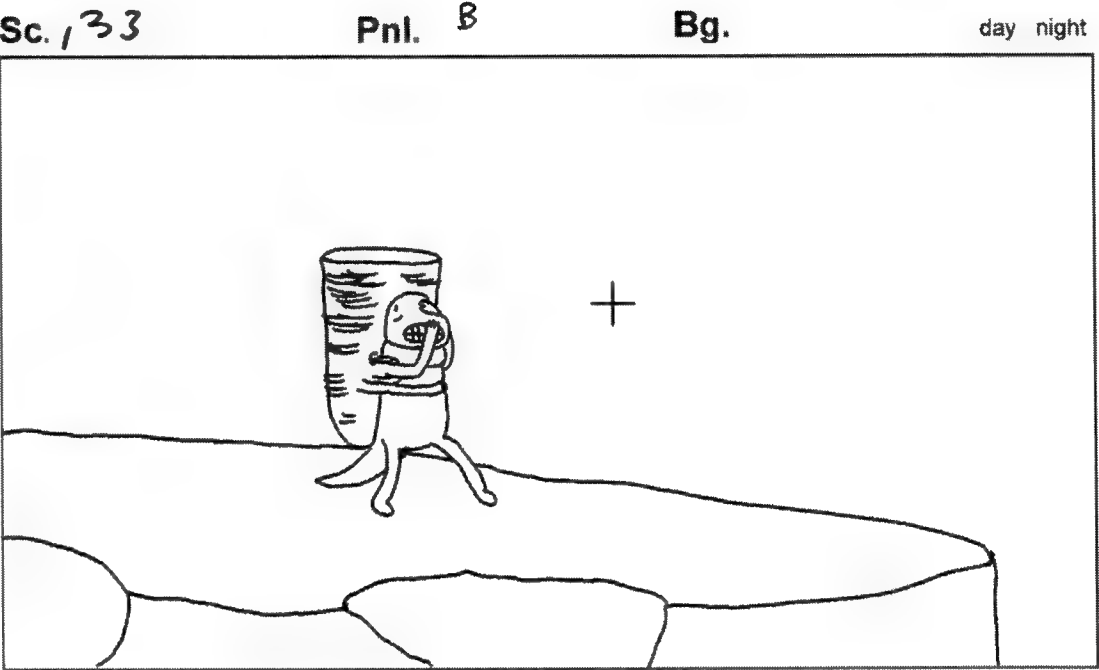
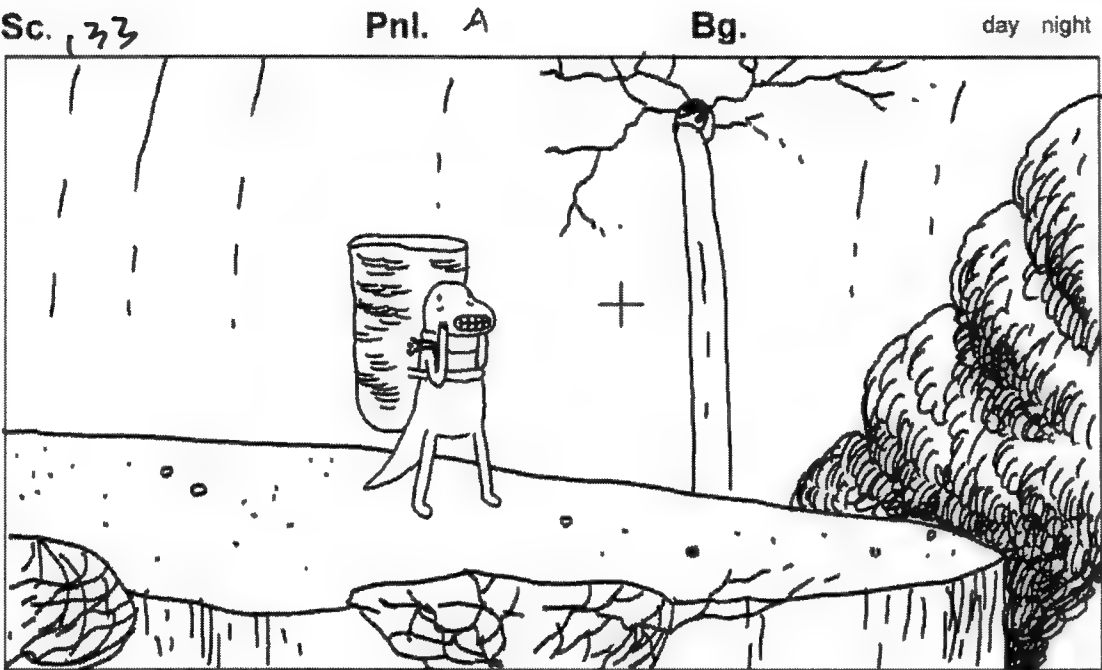
EPISODE #

1025-178

Production :

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ADVENTURE TIME



Dialog:

@ AHA, HOO BOY! UM MAYBE MAYBE MAYBE

Action:

Timing:

EPISODE # 1U25-178

Production :

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ADVENTURE TIME



Sc. ~~133~~ 133 Pnl. C Bg. day night

Sc. ~~133~~ 133 Pnl. D Bg. day night

Dialog:	MAYBE I <u>CAN DO</u> MAGIC.
Action:	
Timing:	

EPISODE # 1025-178  
Production :

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ADVENTURE TIME

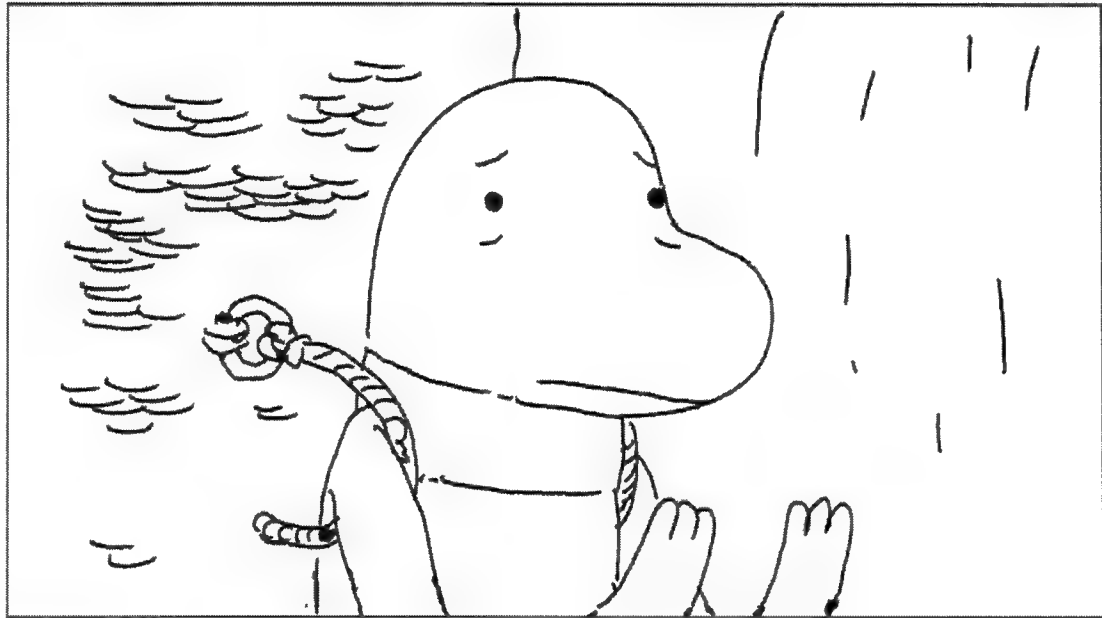


Sc. 134

Pnl. 4

Bg.

day night

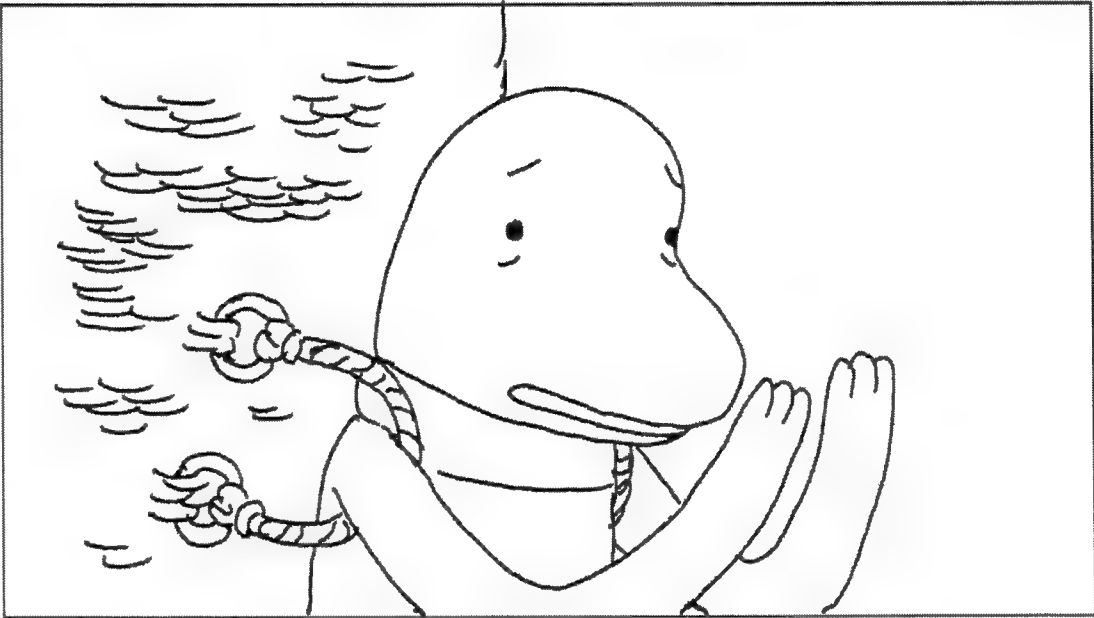


Sc. 134

Pnl. 5

Bg.

day night



Dialog:

Q LIKE MASTER EVERGREEN...

Action:

S.P.

Timing:

EPISODE # 1025-178  
Production :

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ADVENTURE TIME



Sc. 134 Pnl. C Bg. day night

Sc. 134 Pnl. D Bg. day night

Dialog:	© BUH -	ICE!
Action:		
Timing:		

EPISODE #

Production :

1025-178



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ADVENTURE TIME



Sc. 134 Pnl. E Bg. day night

Sc. ~~134~~ 135 Pnl. A Bg. day night

Dialog:
© NNEH.
Action:
Timing:

Production : EPISODE #

1025-178

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# ADVENTURE TIME



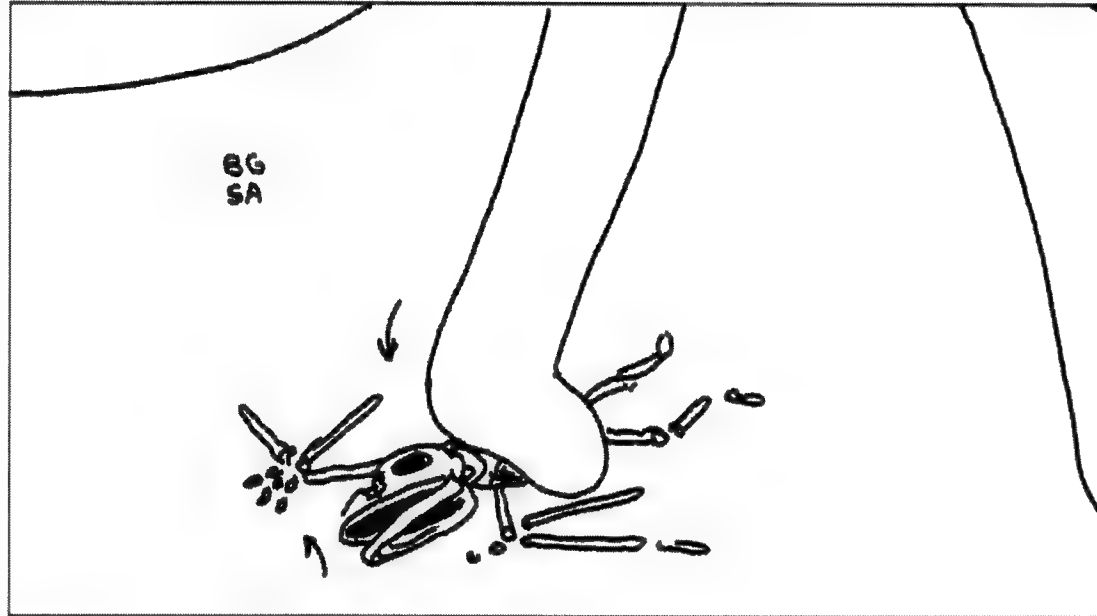
Page 197

Sc. 135

Pnl. B

Bg.

day night

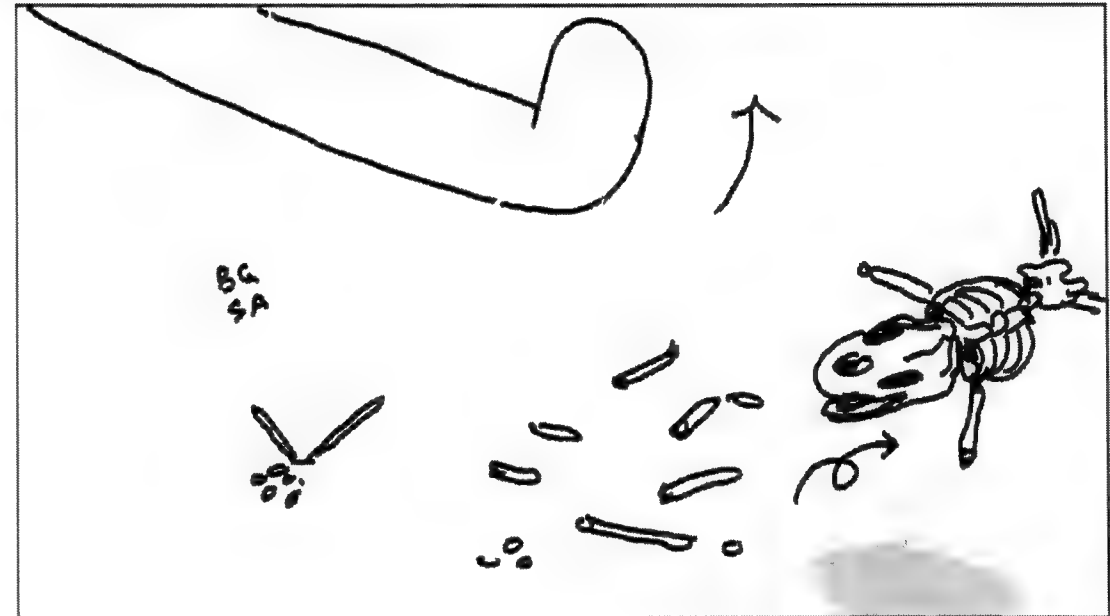


Sc. 135

Pnl. C

Bg.

day night



Dialog:

(SFX) CRUNCH

(G) SORRY.  
(FRANK, LOW ENERGY)

Action:

STEPS BACK. ON SAME SKELETON.

Timing:

1025-178

EPISODE #

Production :

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# ADVENTURE TIME



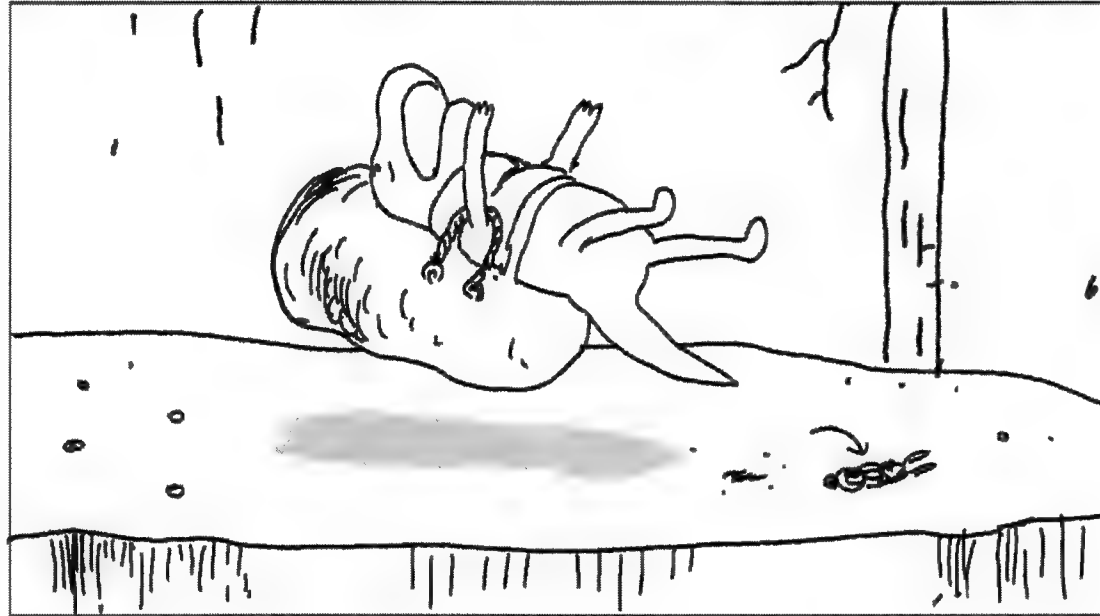
Page 198

Sc. 136

Pnl. A

Bg.

day night

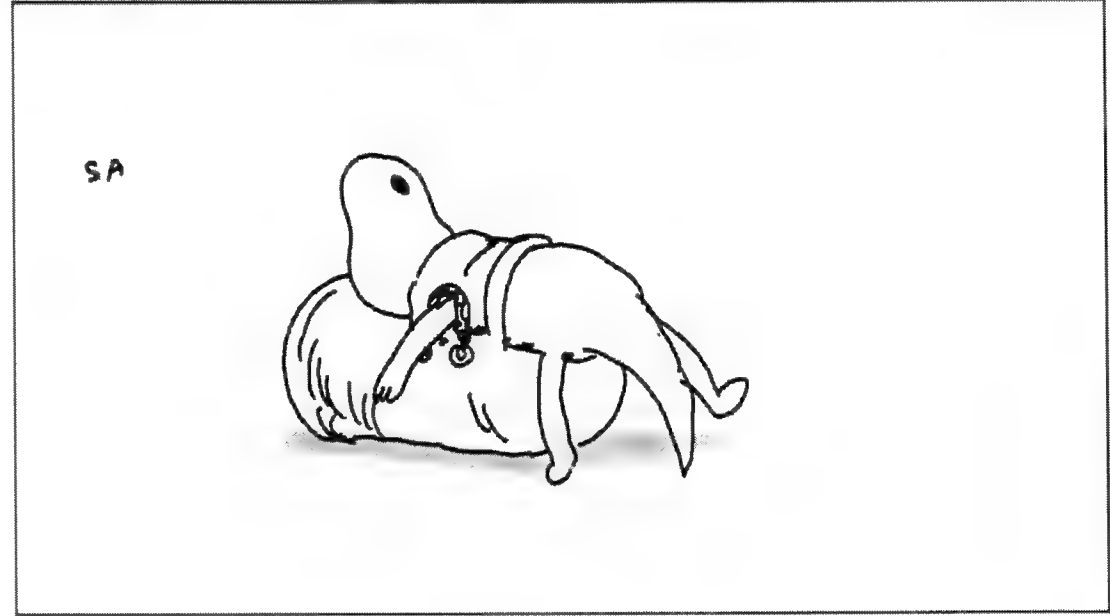


Sc. 136

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1025-178

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ADVENTURE TIME



Sc. 136

Pnl. c

Bg.

day night

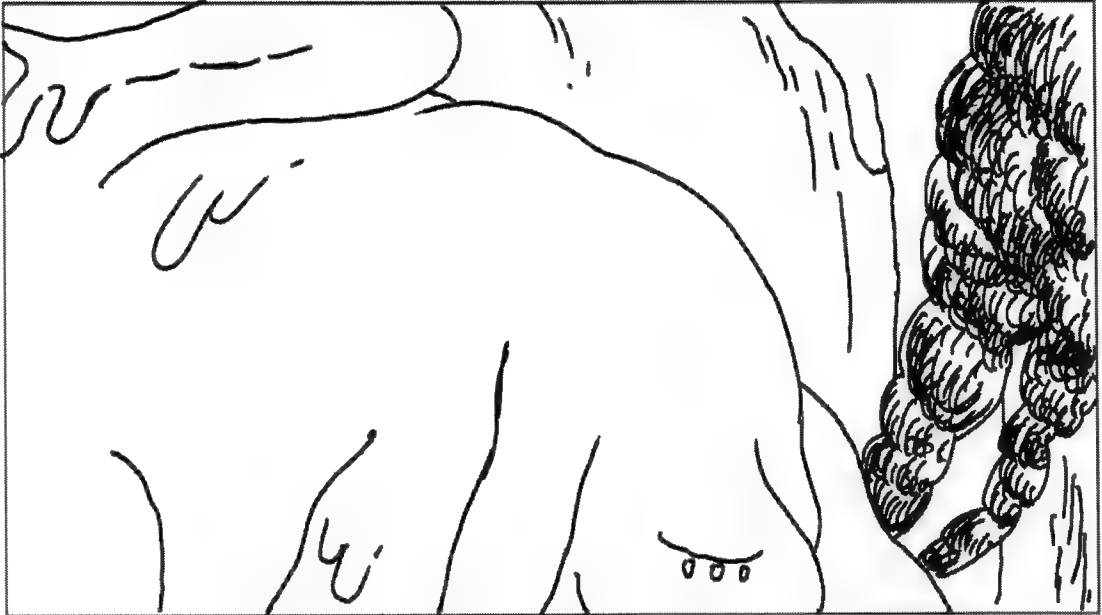


Sc. 137

Pnl. A

Bg.

day night



Dialog:	
GFX / SMASH .	
Action:	BOTTLES GO EVERYWHERE.
	REAL SNAPPY,
Timing:	

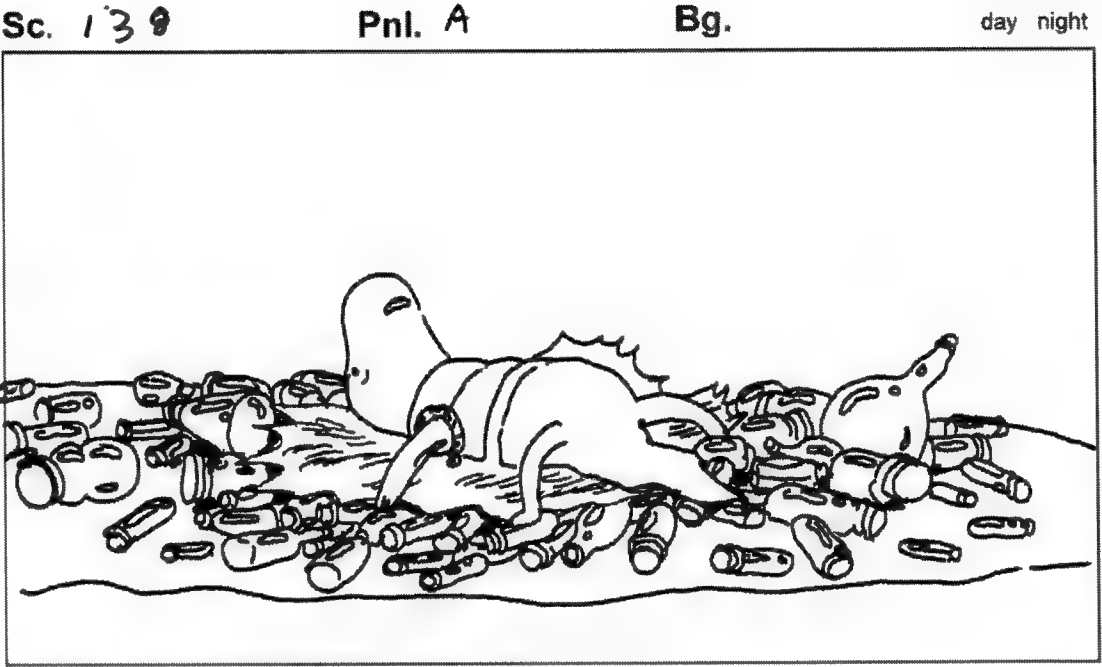
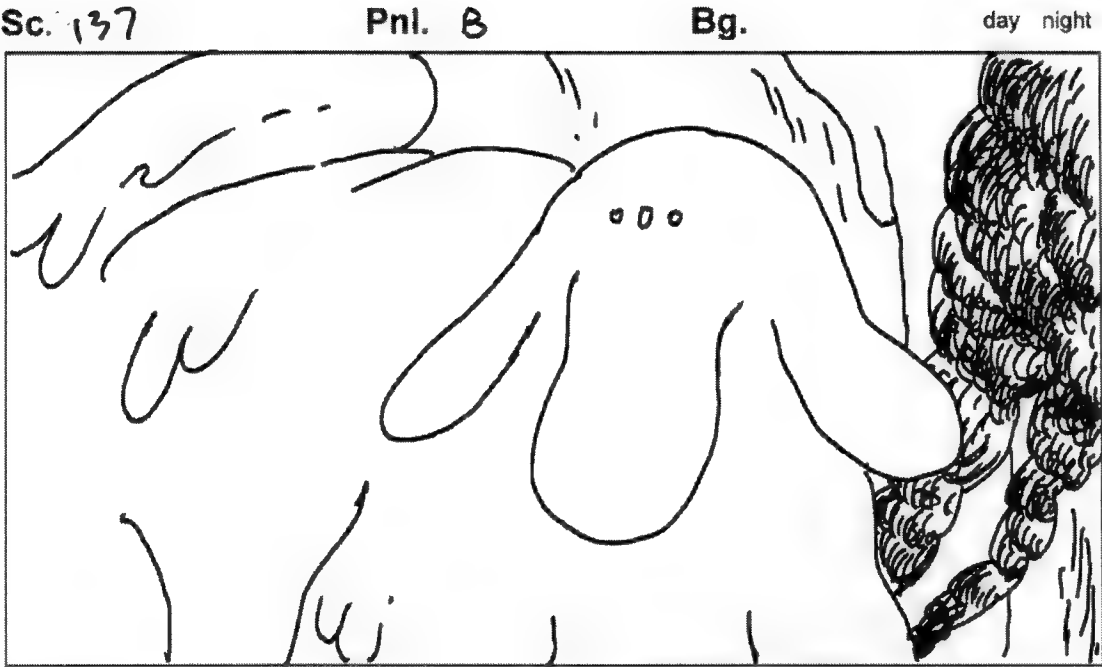
1025-178

EPISODE #

Production :

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ADVENTURE TIME



Dialog:

~~SFX~~ O.S. DRUM BEAT

Action: ① LOOKS UP  
THEN  
② DRUM STARTS

S.P.

Timing:

EPISODE # 1025-178  
Production :

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ADVENTURE TIME



Sc. 138

Pnl. b

Bg.

day night



Sc 138

Pnl. c

Bg.

day night



Dialog:

(SFX) DRUM BEAT

Action:

Timing:

EPISODE # 1025-178  
Production :

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# ADVENTURE TIME



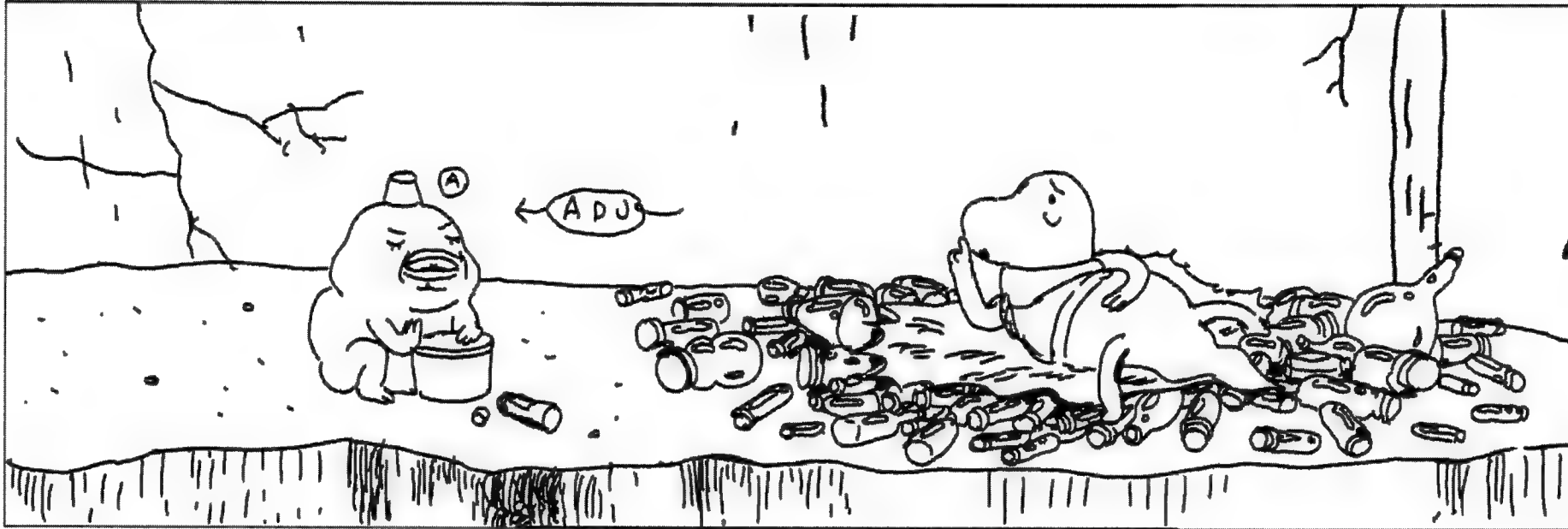
Page 202

Sc. 138

Pnl. 7

Bg.

day night



Dialog:

①/ SHH! NO-NO-NO, SHH!

Action:

DRUMMING, STUBBORN, NOT MOVING HIS HEAD OR BODY

Timing:



1025-178

EPISODE #

Production :

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ADVENTURE TIME



Sc. 138

Pnl. E

Bg.

day night

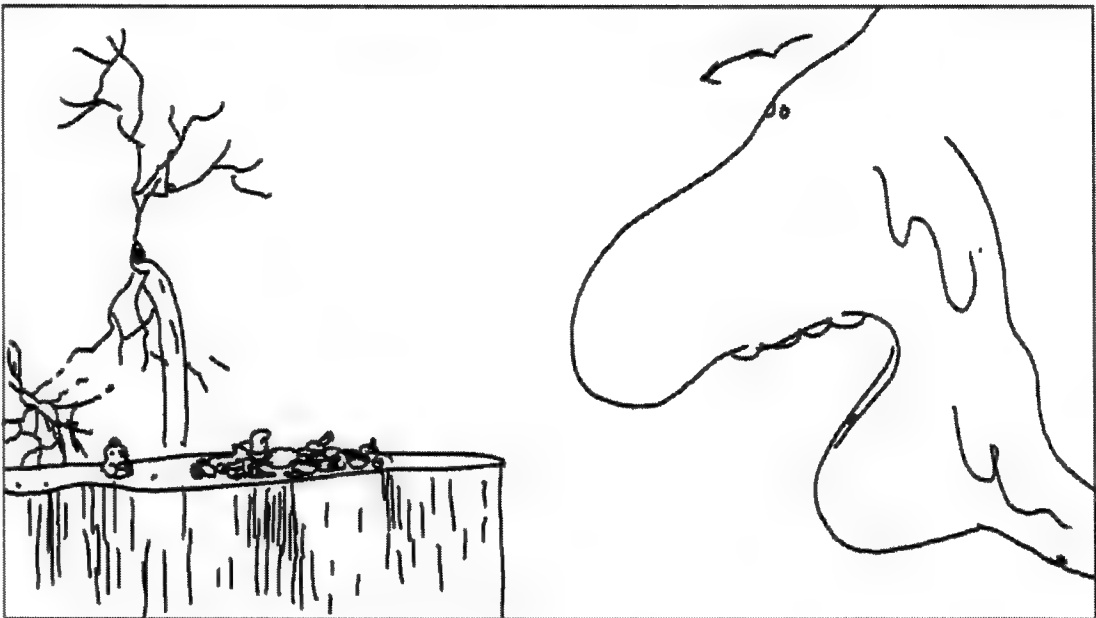


Sc. 139

Pnl. A

Bg.

day night



Dialog:

(IMP) / S'WHAT YOU GET!

(SFX) [- BOOM - [- BOOM -  
(FOOTSTEPS)

Action:

Timing:

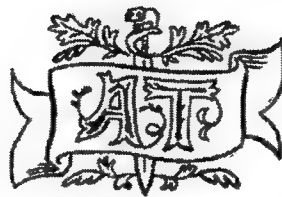
EPISODE # 1025-178

Production :



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# ADVENTURE TIME



Page 204

Sc. 139

Pnl. B

Bg.

day night



Sc. 140

Pnl. A

Bg.

day night



Dialog:  
BOOM!  
RAARR!

(IMP) HEEEEEEEEEEEEEE-

Action:

Timing:



EPISODE #

Production :

1025-178



## ADVENTURE TIME

Page 206

Sc. 140

Pnl. D

**Bg.**

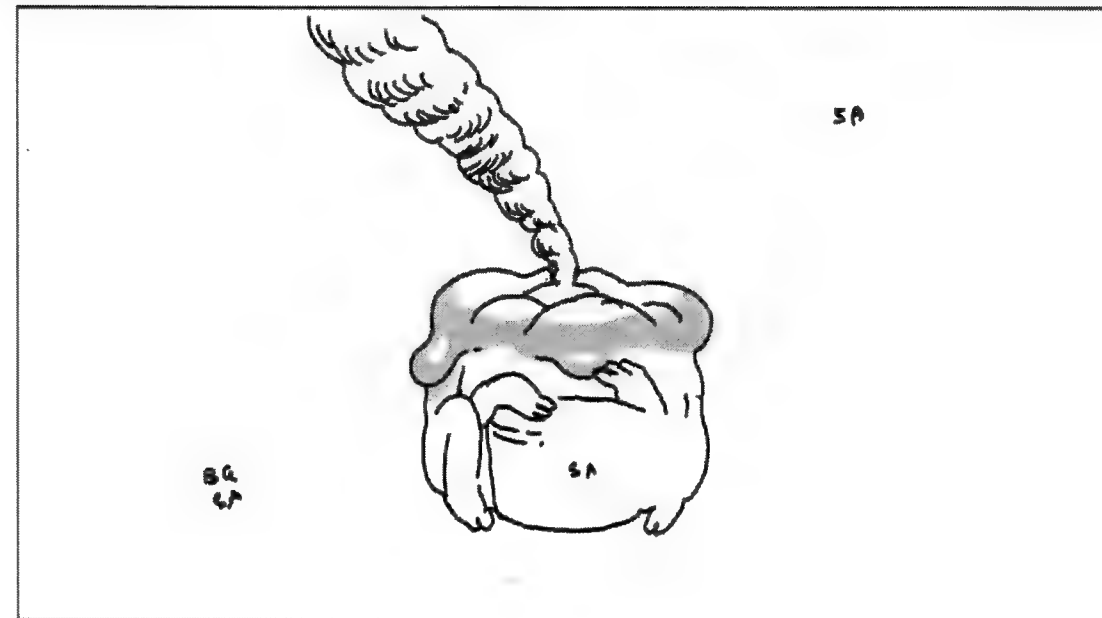
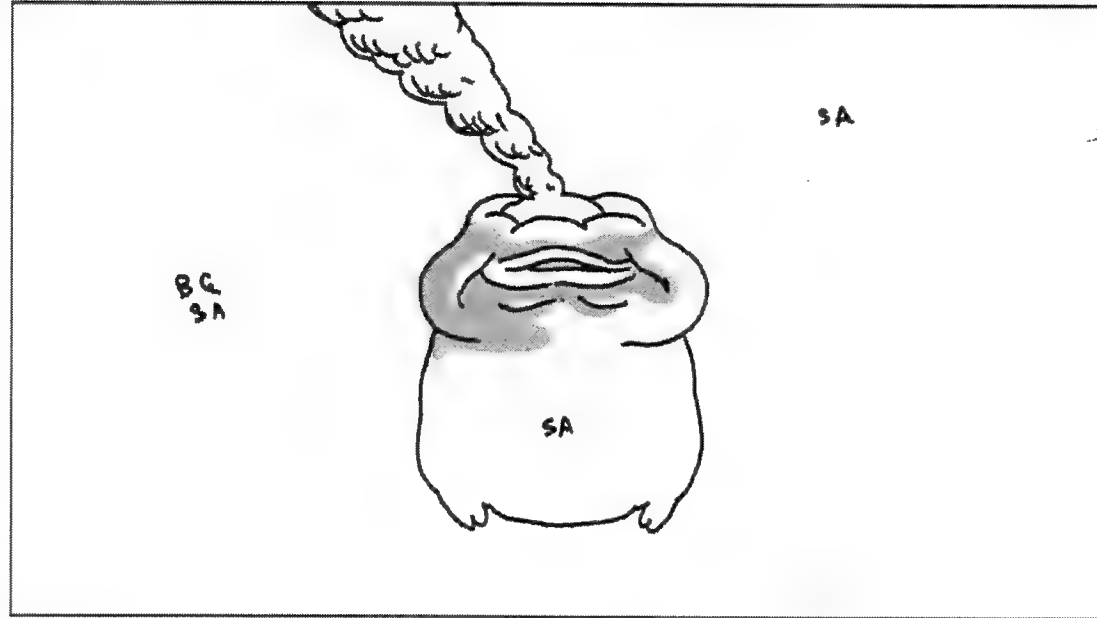
day night

Sc. 147

Pnl. E

**Bg.**

day night



**Dialog:**

**Action:**

## DRUMMING FASTER & FASTER

- LAVA MELTS,
- CHINA SYNDROMES

**Timing:**

**#3DOS1E**

1025-178

Production :

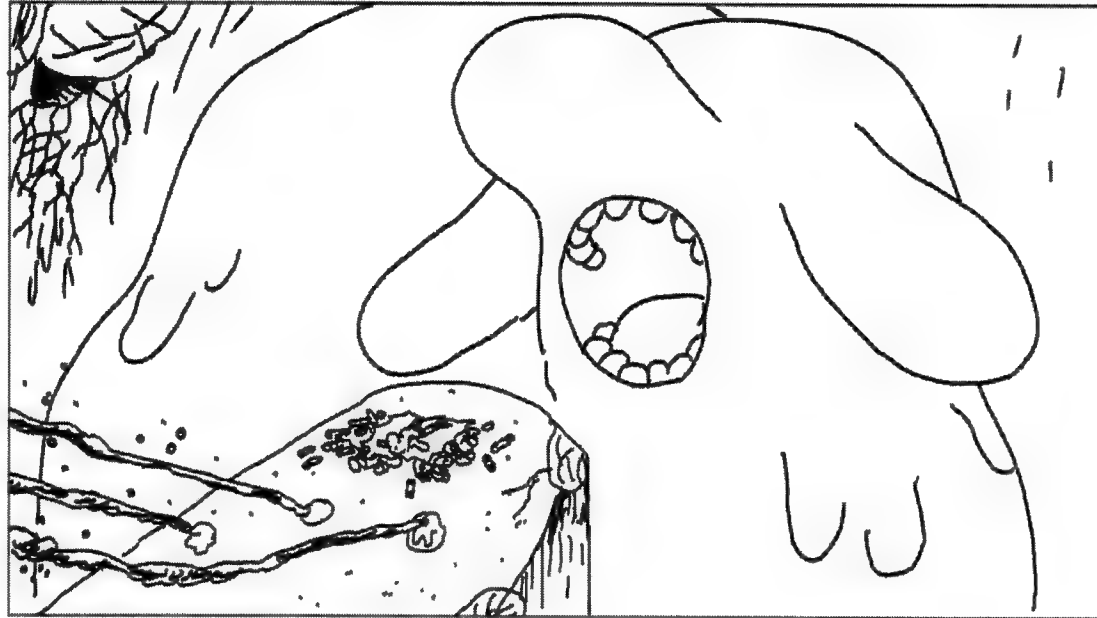
© 2005 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

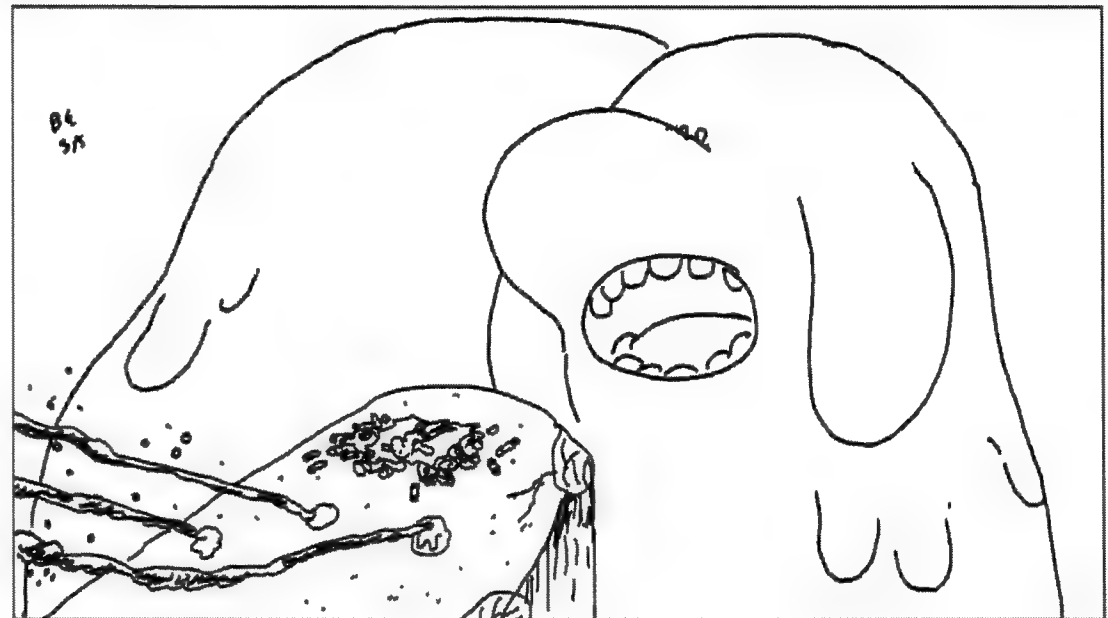


Page 207

Sc. ~~140~~ 141 Pnl. A Bg. day night



Sc. 141 Pnl. B Bg. day night



Dialog:

Action:

S.P.

ANTIC

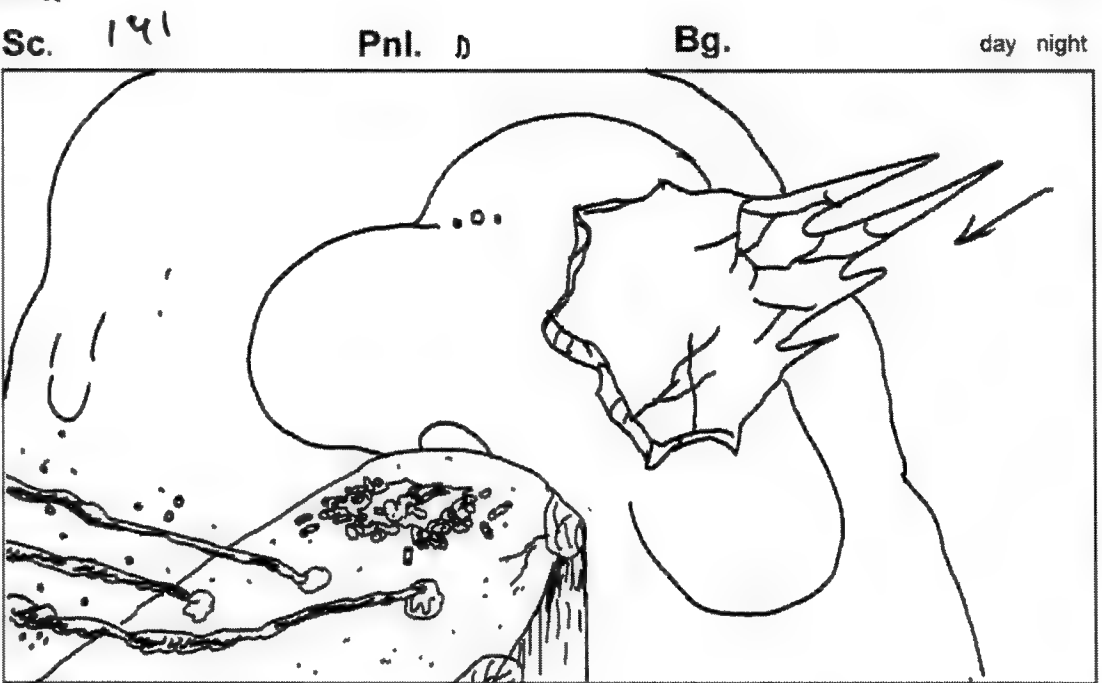
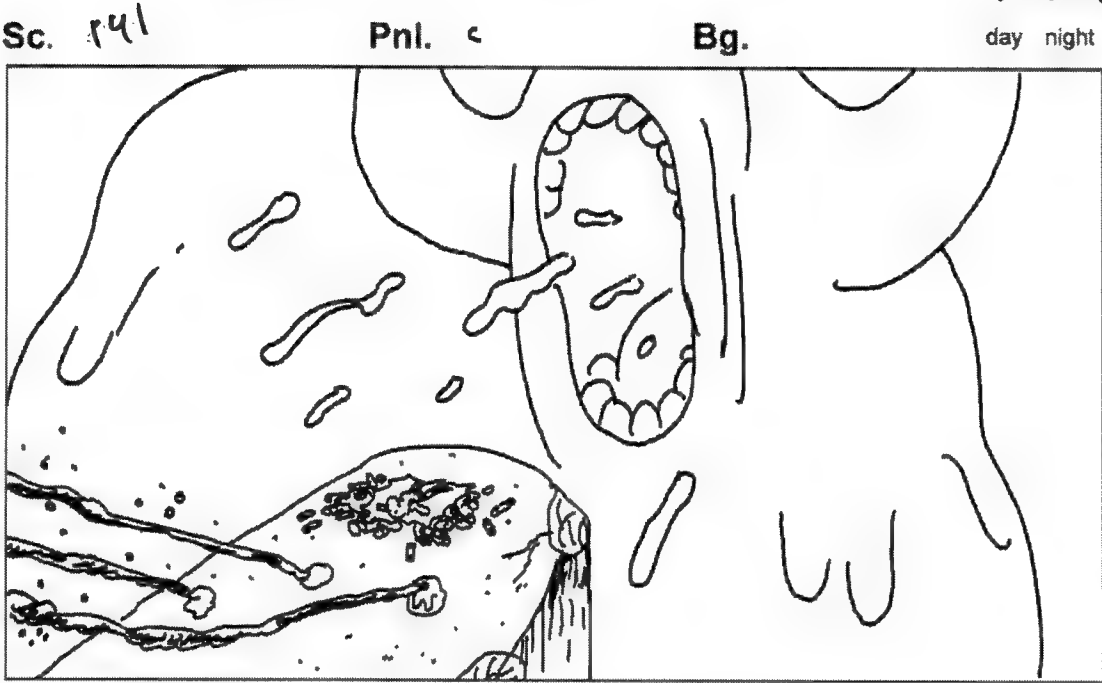
Timing:

EPISODE # 1025-178

Production :

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ADVENTURE TIME



Dialog:

(M) - ROAR -

(SFX) / C - C - CRUNCH -

Action:

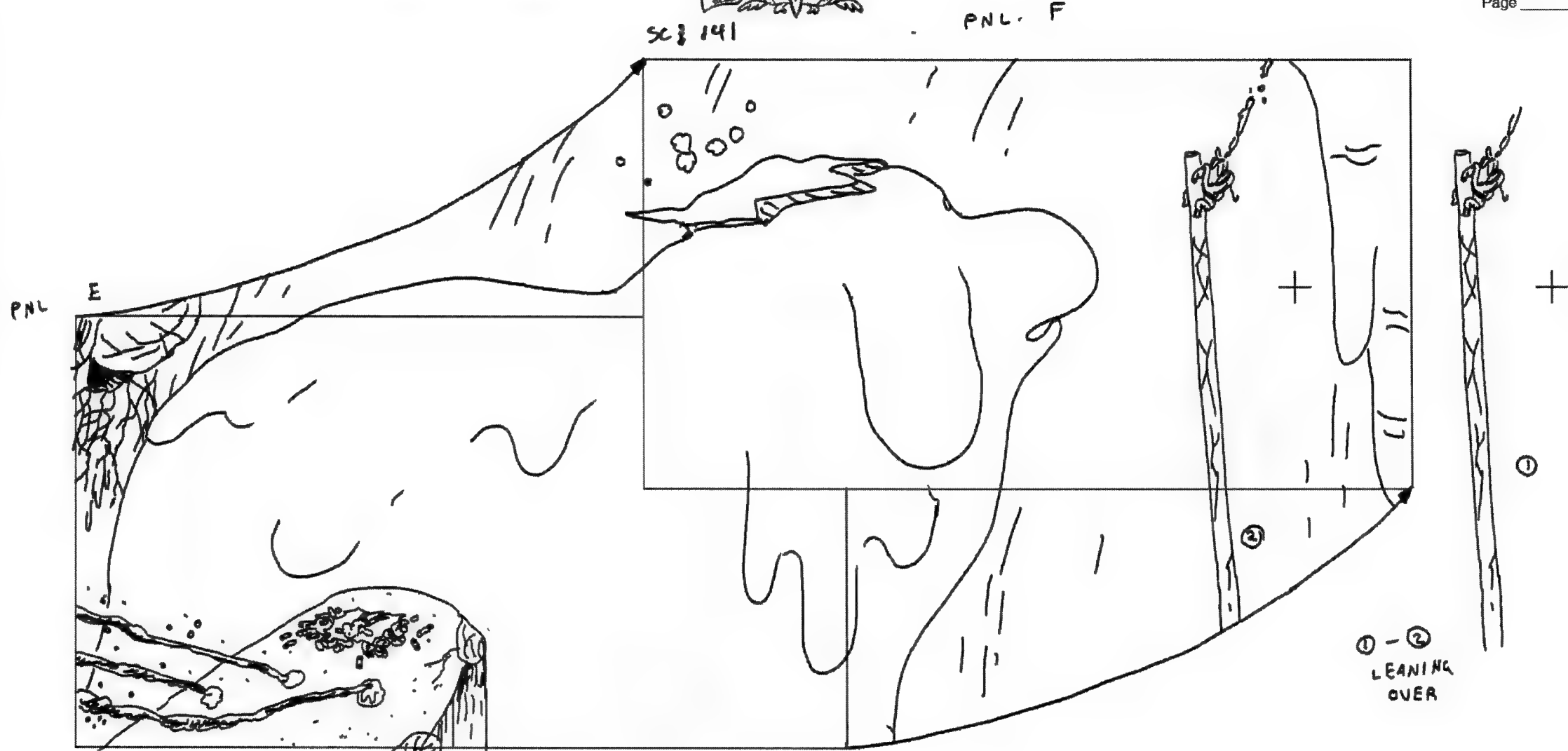
LAVADOQ STARTS MOVING FORWARD.

Timing:

EPISODE # 1025-178

Production :

# ADVENTURE TIME



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# ADVENTURE TIME



Page 210

Sc. 142

Pnl. A

Bg.

day night

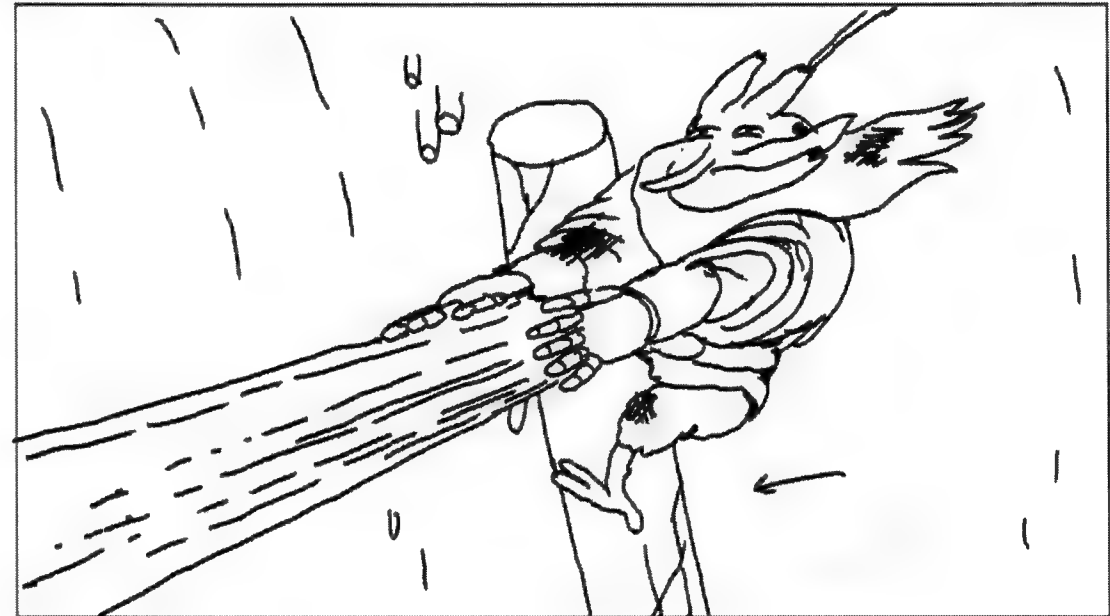


Sc. 142

Pnl. B

Bg.

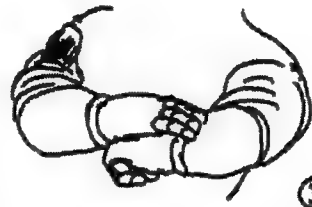
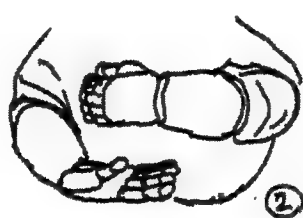
day night



Dialog:

BUH - ICE!

Action:



(STILL LEANING OVER)

Timing:

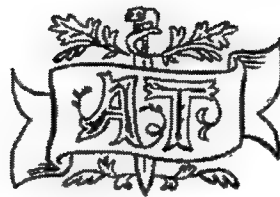
1025-178

EPISODE #

Production :

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ADVENTURE TIME



Page 211

Sc. 143

Pnl. A

Bg.

day night

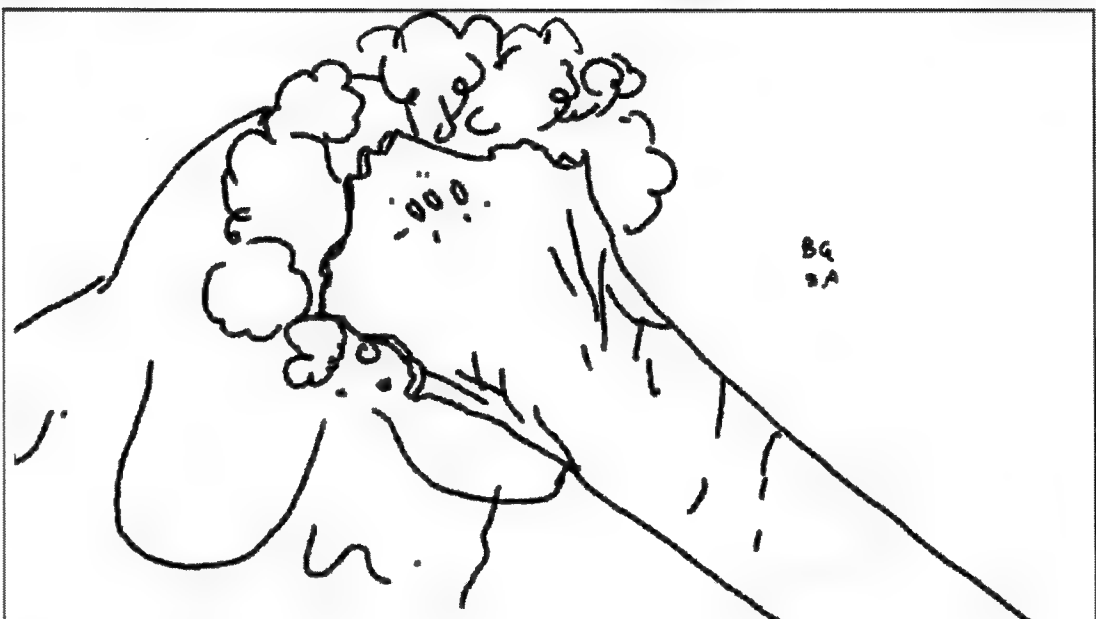


Sc. 143

Pnl. B

Bg.

day night



Dialog:

C-C-C-CRACK!

(MAYBE  
MAGWOOD  
I  
DUNNO! )  
SCREAMS?

Action:

S.P.

STEAM

Timing:

Production :

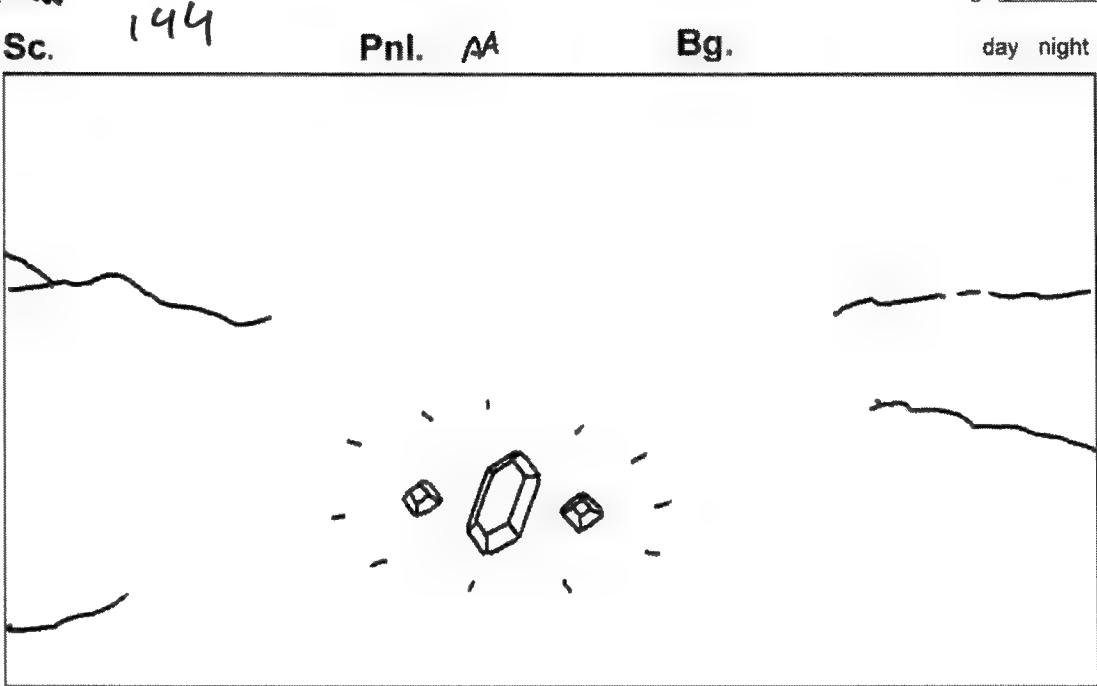
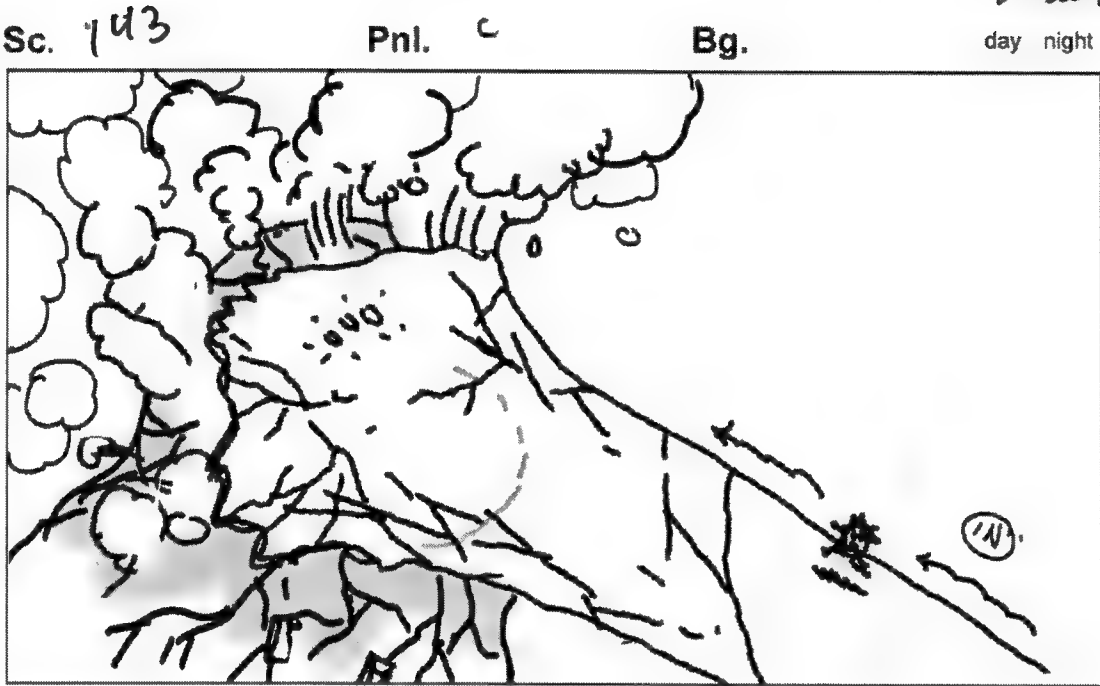
EPISODE #

1025-178



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ADVENTURE TIME



Dialog:	(SFX) STEAM, MOANING CRACKING
Action:	- MAGWOOD SHRINKING, HARDENING, CRACKING. - STEAM.
Timing:	- V.G. RUNS UP

Production : 1025-178 EPISODE #

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ADVENTURE TIME



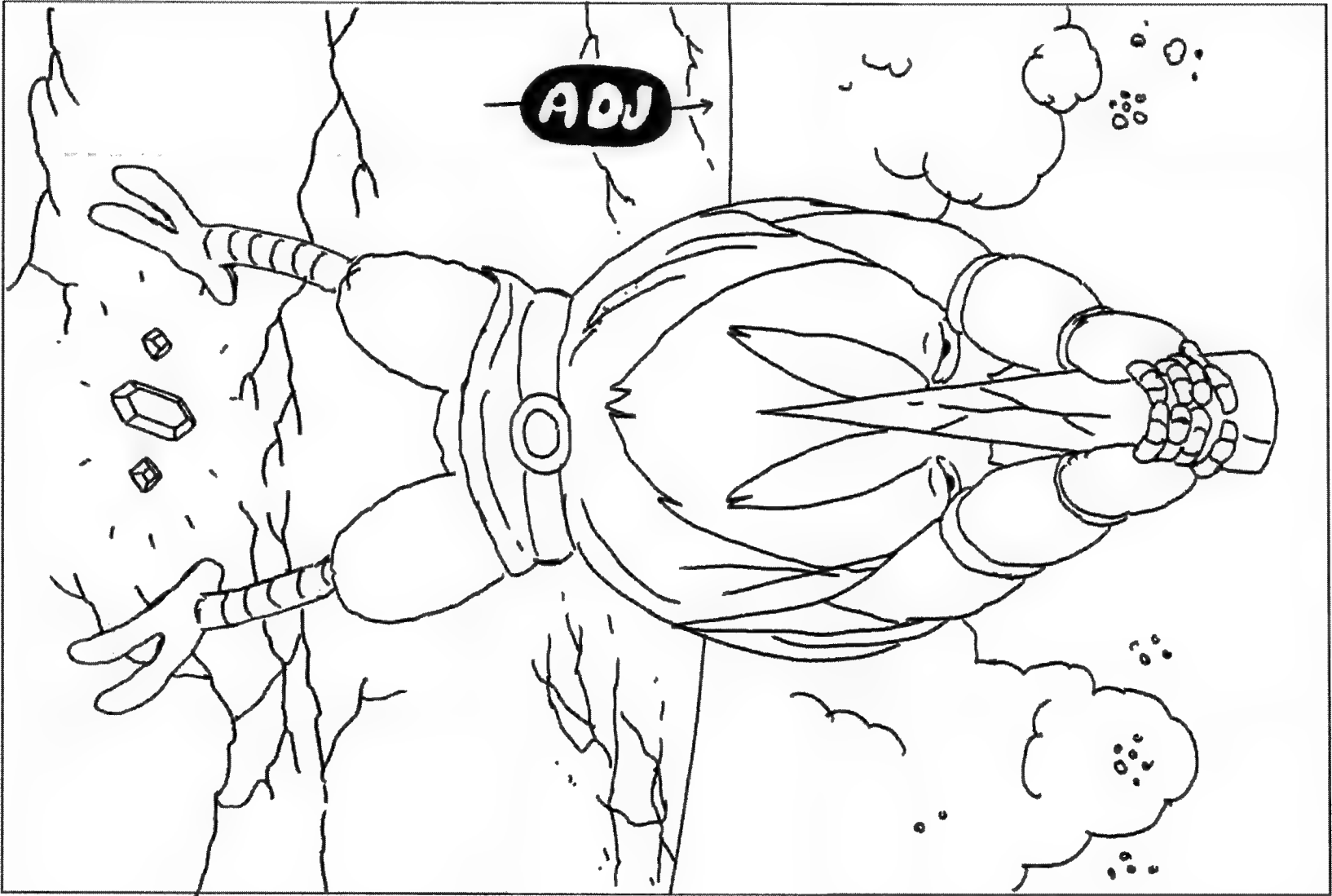
Sc. 144 Pnl. B Bg. day night

Sc. ~~144~~ 144 Pnl. C Bg. day night

Dialog:	(SFX) - CRACKING, - STEAM - RUMBLING.
Action:	(ICE.) {{ EVERYTHING SHAKING. }}
Timing:	

1025-178  
EPISODE #  
Production :

ADVENTURE TIME



Sc. 1/1/1 Pnl. D Bg. day night

Production :

EPISODE #

1025-178

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ADVENTURE TIME



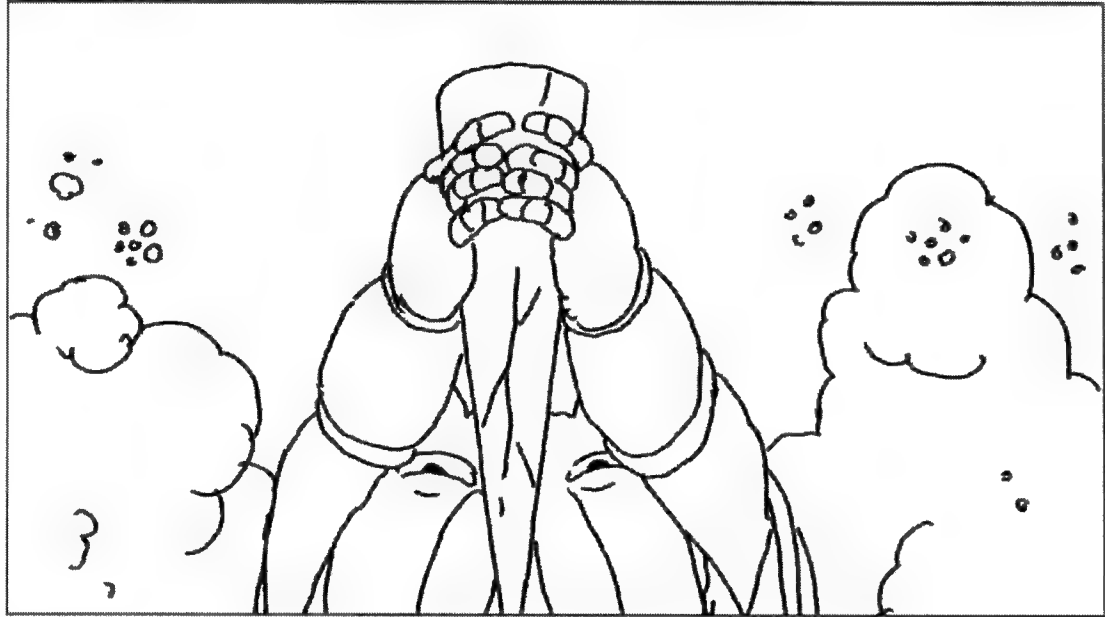
Page 215

Sc. 144

Pnl. E

Bg.

day night

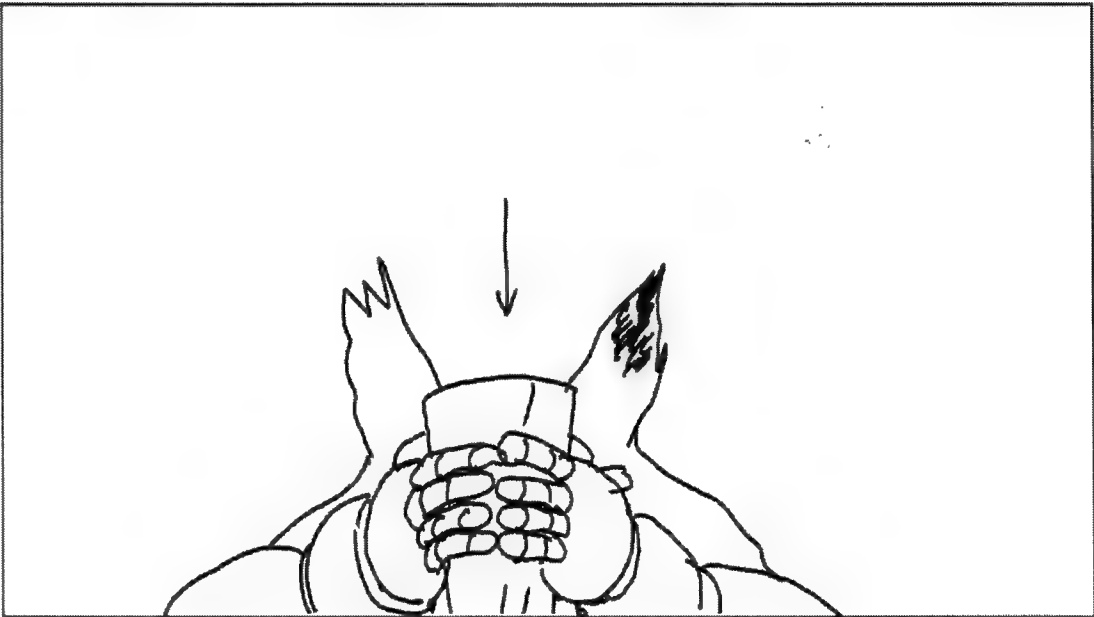


Sc. 144

Pnl. F

Bg.

day night



Dialog:
Action:
Timing:

( PASSING POSE )

Production :

EPISODE #

1025-178

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# ADVENTURE TIME



Page 216

Sc. 144

Pnl. G

Bg.

day night

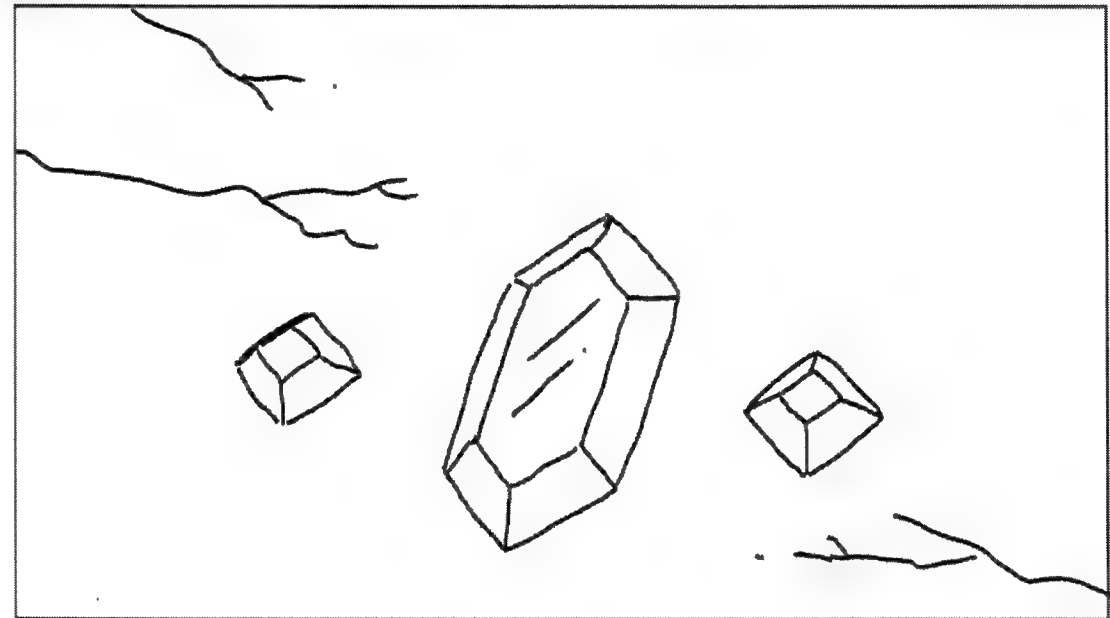


Sc 145

Pnl. A

Bg.

day night



Dialog:

Action:

(STILL  
SHAKING,  
RUMBLING,  
CRACKING)

Timing:

EPISODE # 1025-178

Production :

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# ADVENTURE TIME

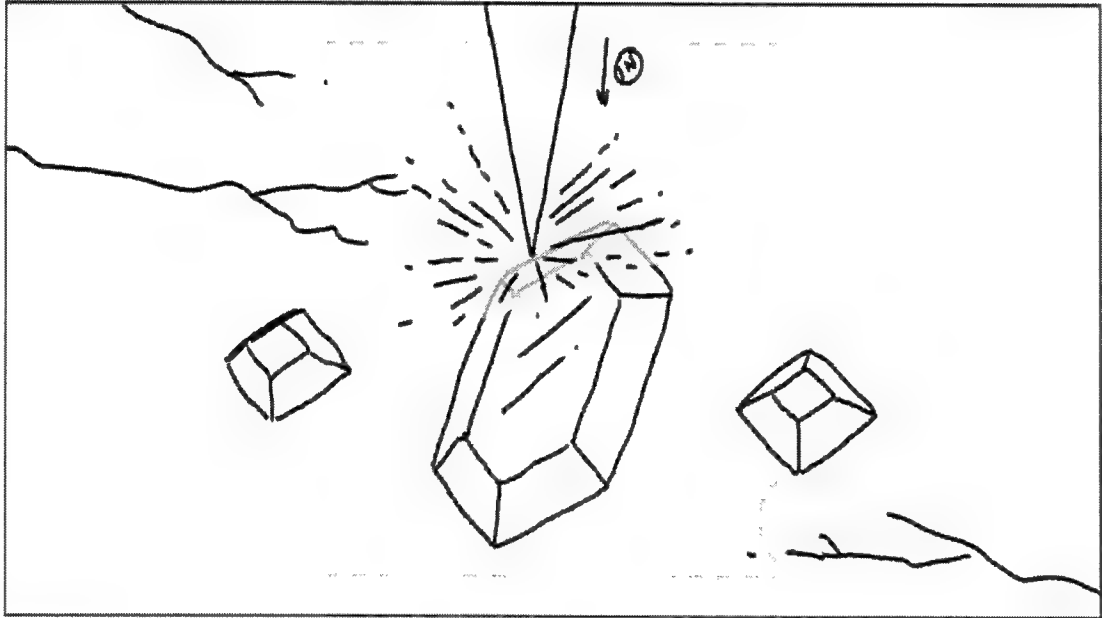


Sc. 145

Pnl. b

Bg.

day night

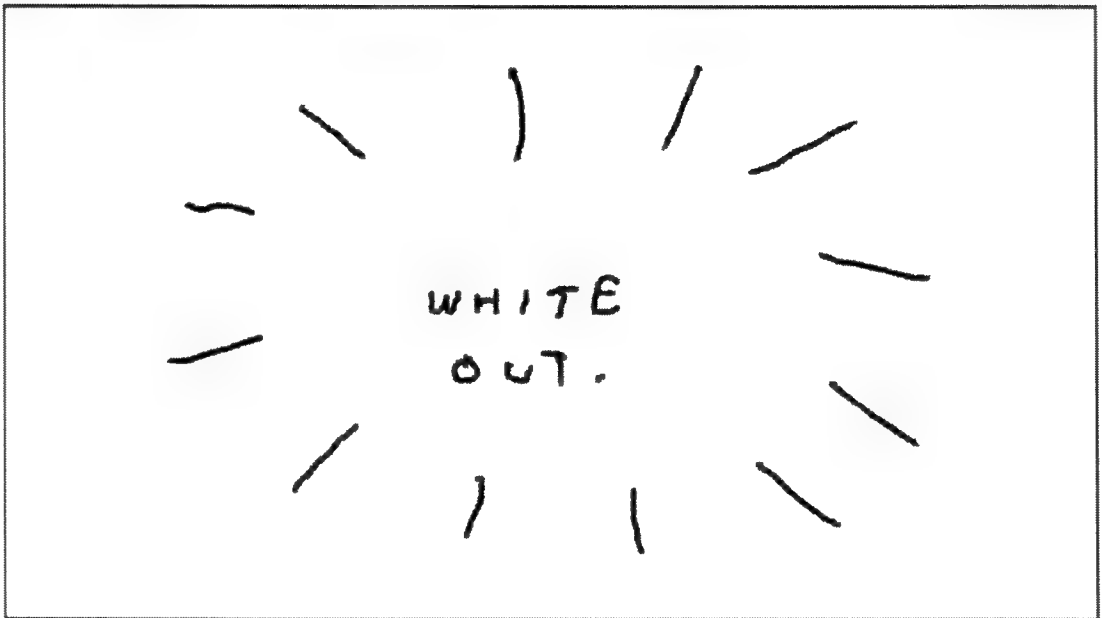


Sc. 145

Pnl. c

Bg.

day night



Dialog:

Action:

- PICK COMES IN,  
- HITS EDGE OF GEM

Timing:

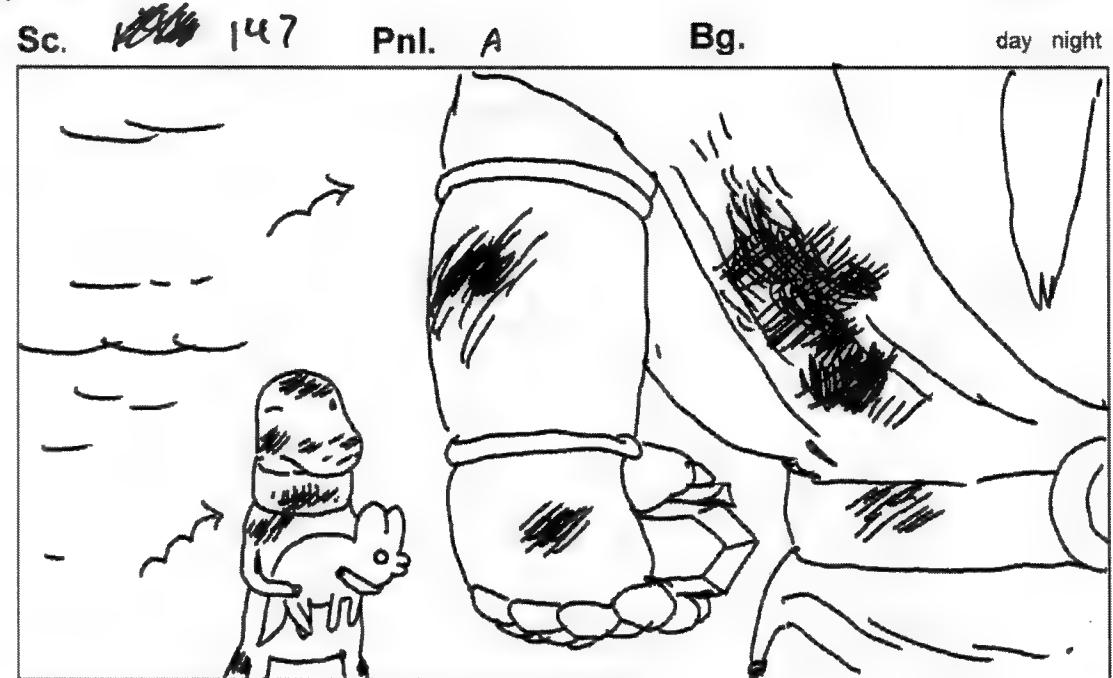
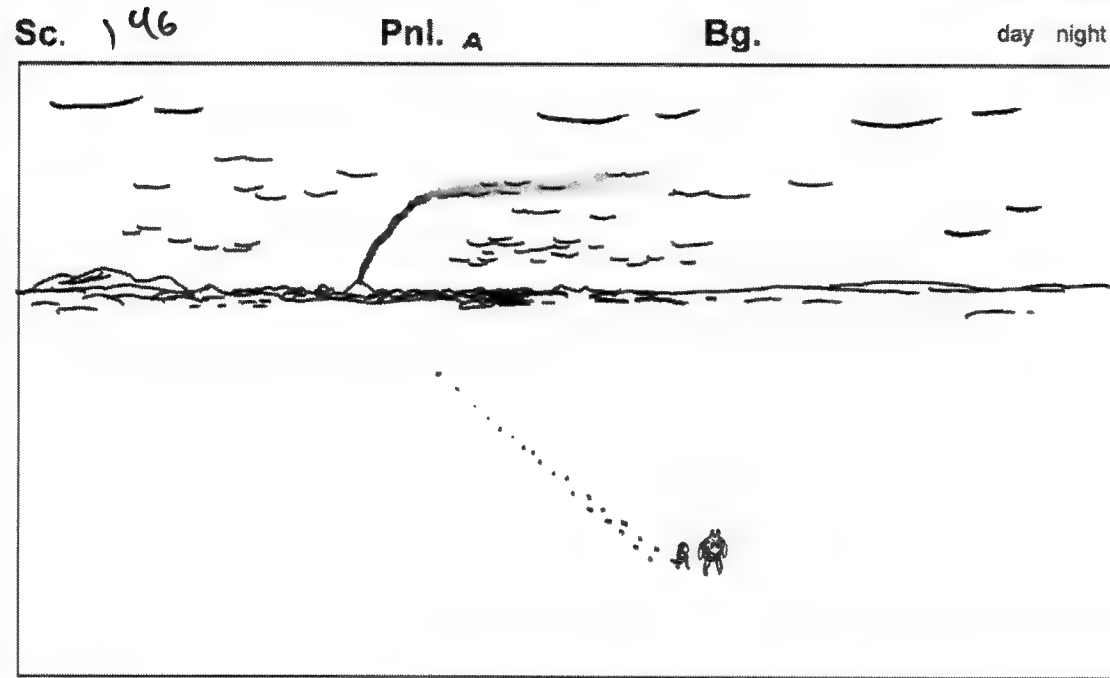
EPISODE # 1025-178  
Production :

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# ADVENTURE TIME



Page 218



Dialog:

(UE) THIS IS WHY I DON'T  
TEACH YOU MAGIC.

Action:

FADE IN

Timing:

1025-178

EPISODE #

Production :

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# ADVENTURE TIME



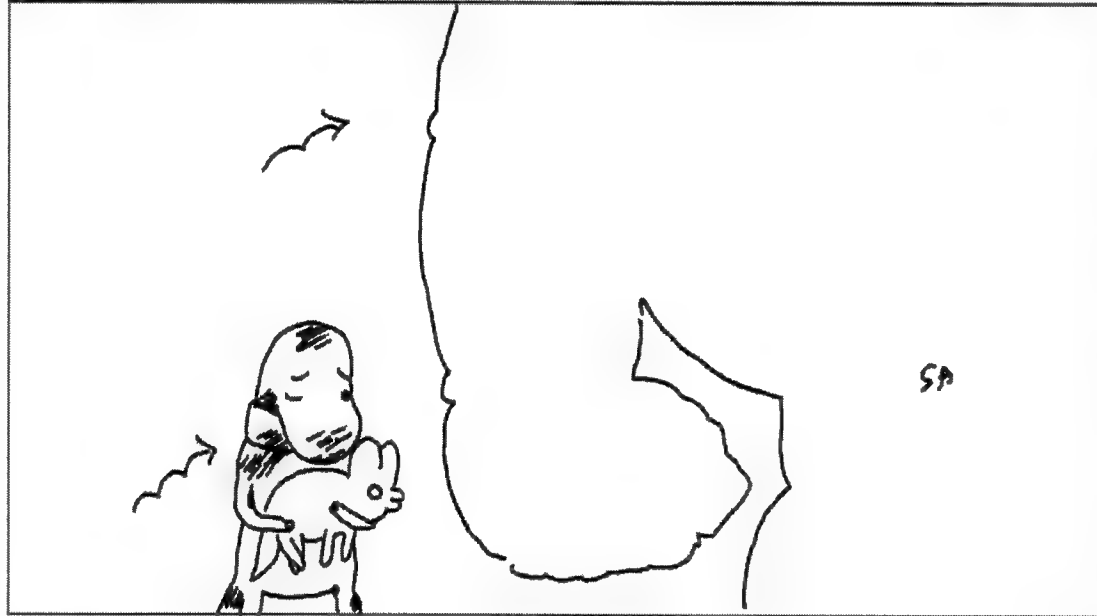
Page 219

Sc. 147

Pnl. B

Bg.

day night

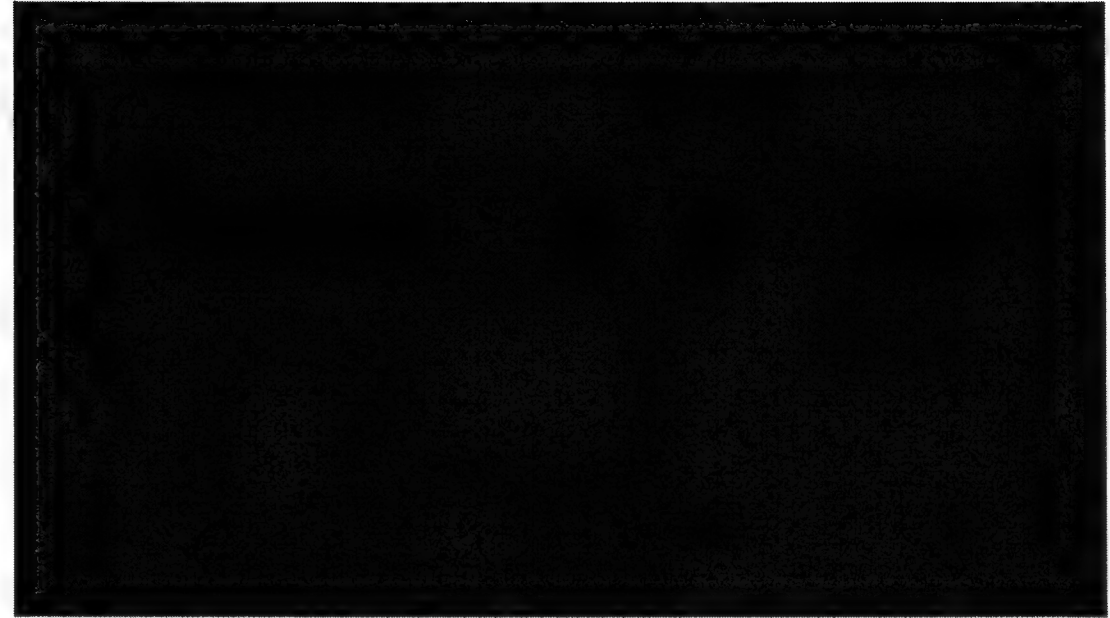


Sc. 147

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

FADE TO  
BLACK

EPISODE #  
1025-178

Production :



# ADVENTURE TIME



Page 220

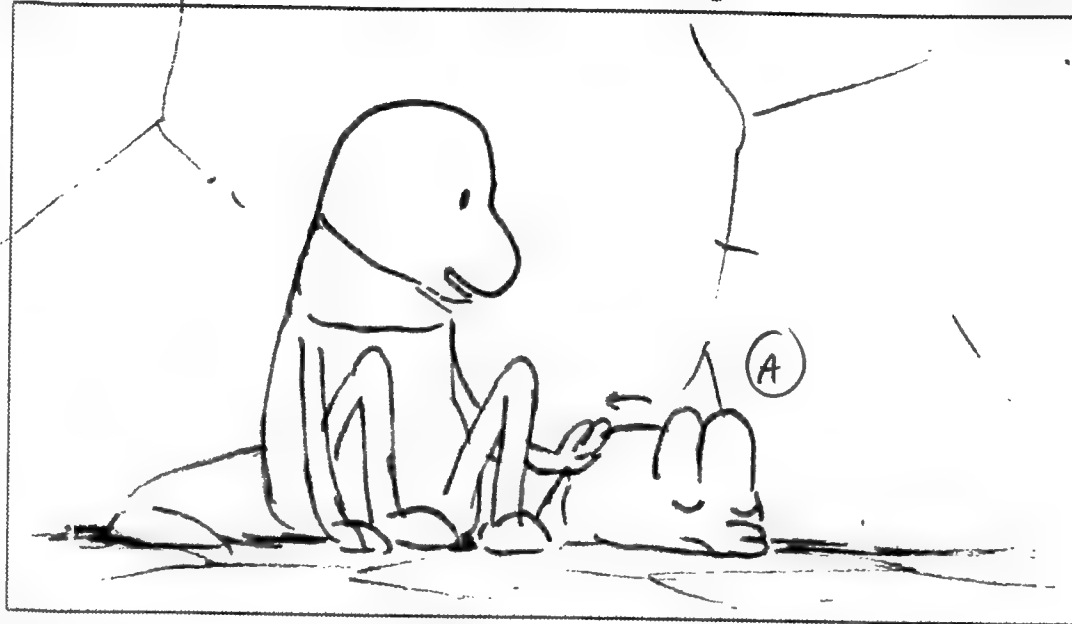
Sc. 148

Pnl.

A

Bg.

day night



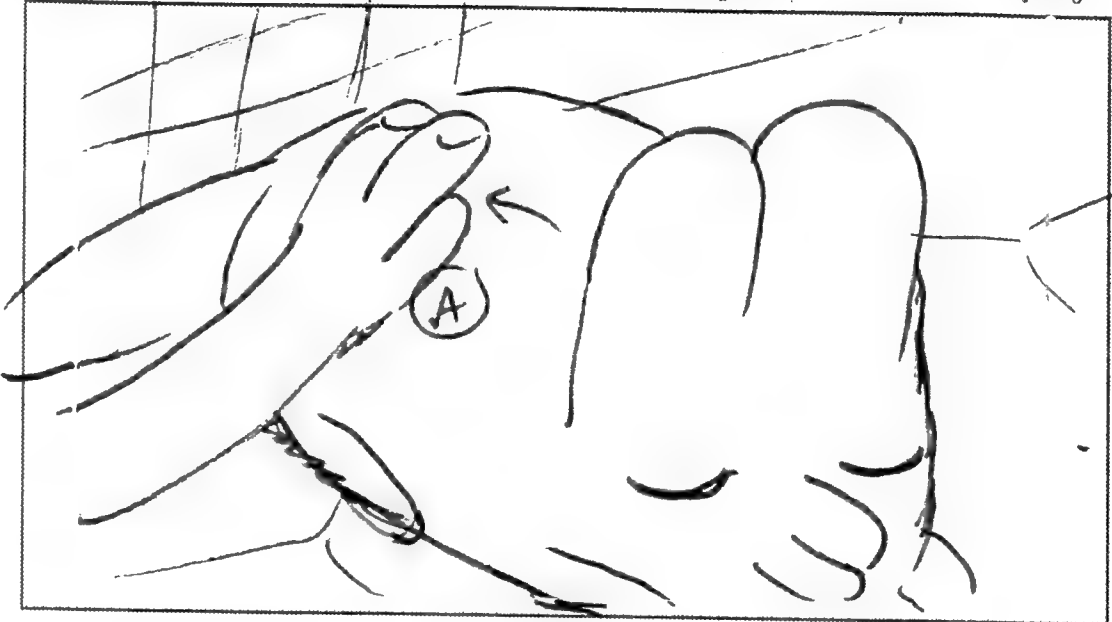
Sc. 149

Pnl.

A

Bg.

day night



Dialog:

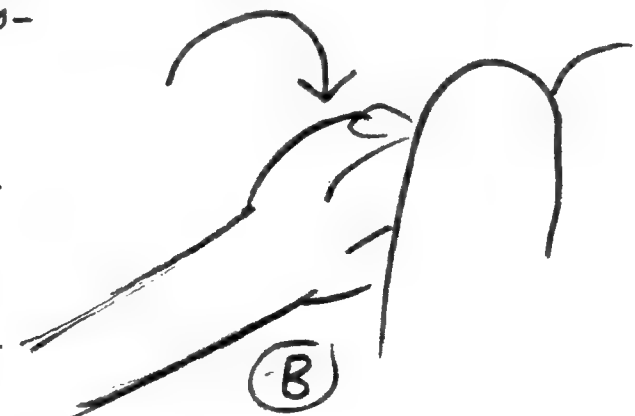
(G) Nina beens fo-feens →

banana-fans fo-feens →

Action:

- Gunther pets Nina

Timing:



1025-178

EPISODE #

Production :

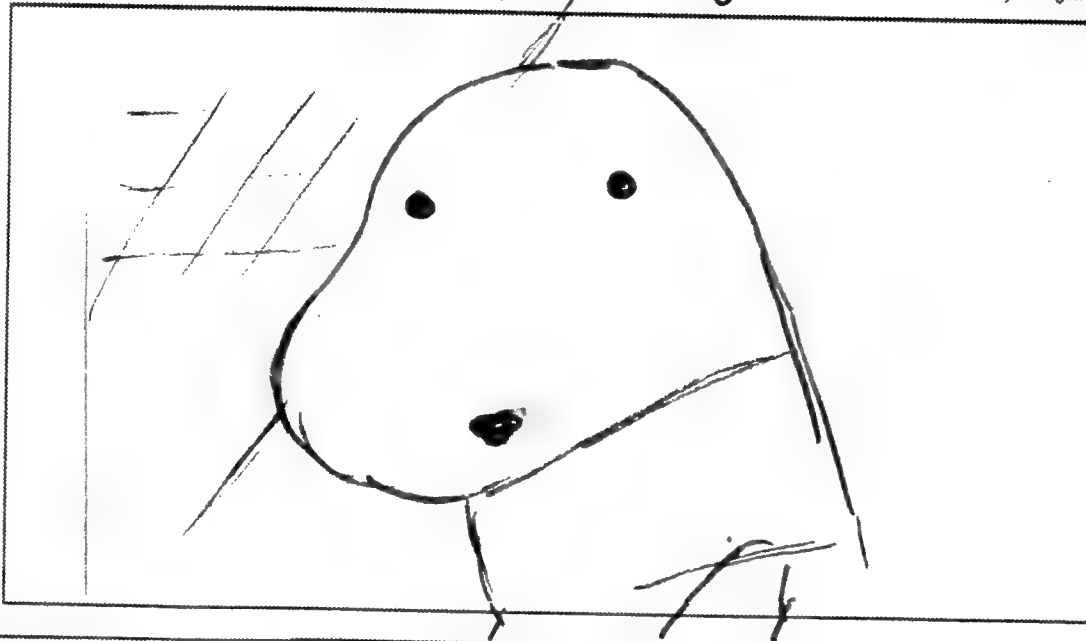


Sc. 190

Pnl. A

Bg.

day night



Sc. 190

Pnl. B

Bg.

day night



Dialog:

(G) → Nee-ni-no-neen, ...

EVERGREEN (GS) GUNTER!? What the heck are you doing?! Get in here!

Action:

- Gunther hears Evergreen calling.

Timing:

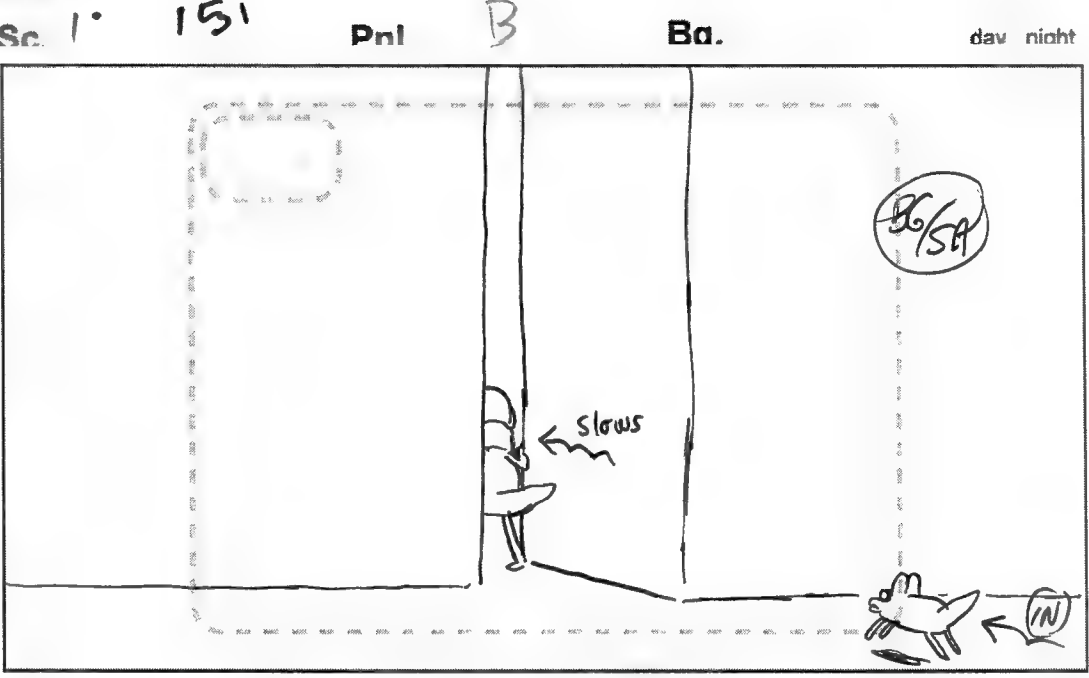
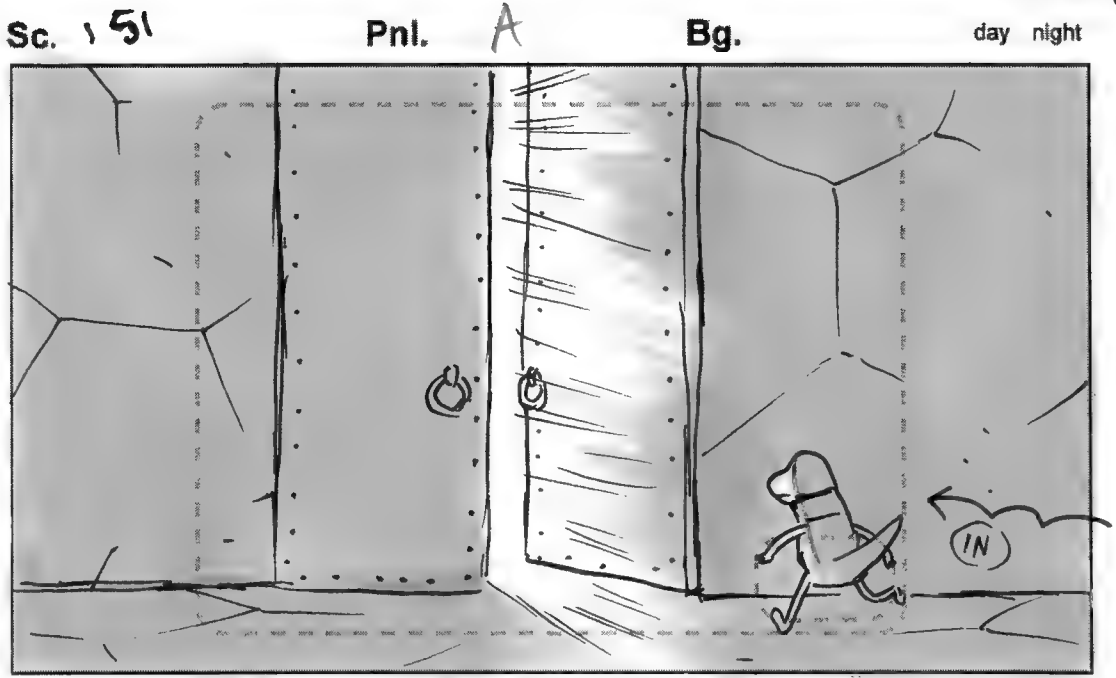
EPISODE #

1025-178

Production :

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ADVENTURE TIME



Dialog:	
(EV. LOS) Gunther!	(G:) Yes master evergreen. (quiet)
Action:	
- Eerie green light shines from inside Evergreen's lab.	- Gunther closes the heavy door
Timing:	

EPISODE #

Production :

1025-178

ADVENTURE TIME



Sc. 52 Pnl. C Bg. day night

Sc. 52 Pnl. Bg. day night

Dialog:

Action:

Timing:

EPISODE #

Production :

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# ADVENTURE TIME



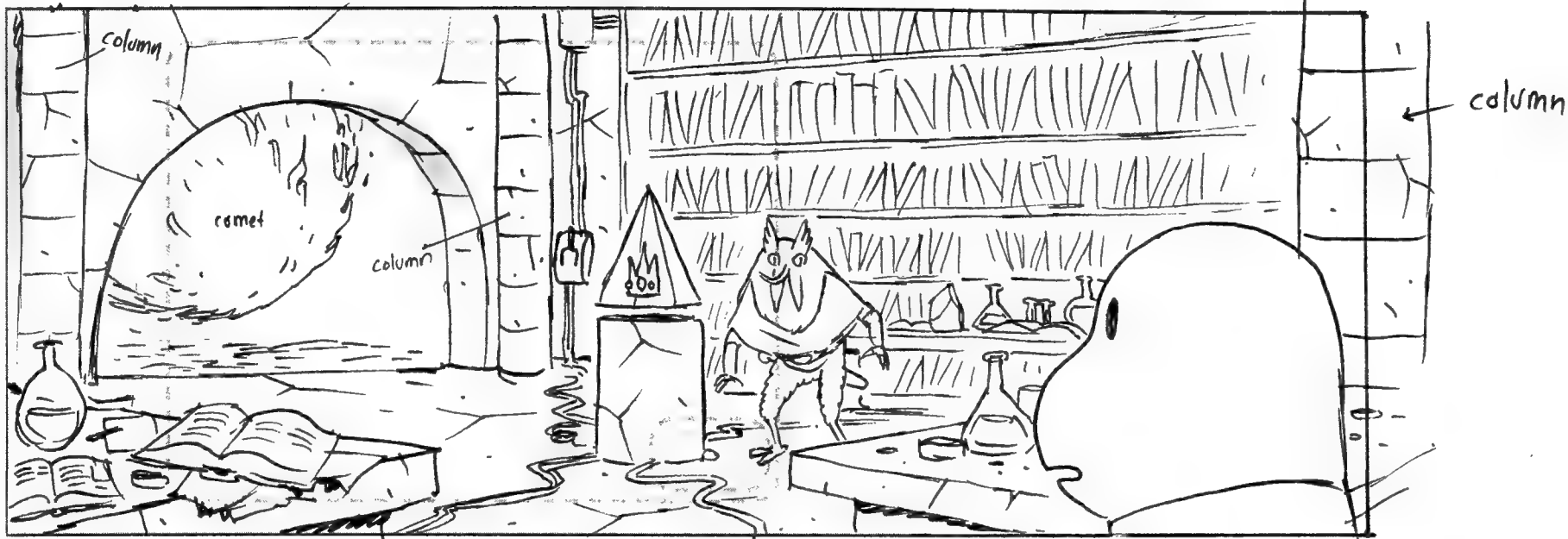
Page 224

Sc. 153

Pnl. A

Bg.

day night



Dialog:

EVERGREEN: Ah! There you are you blockhead -

Action:



comet casts green light over the lab

Timing:

EPISODE #

Production :

1025-178

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# ADVENTURE TIME



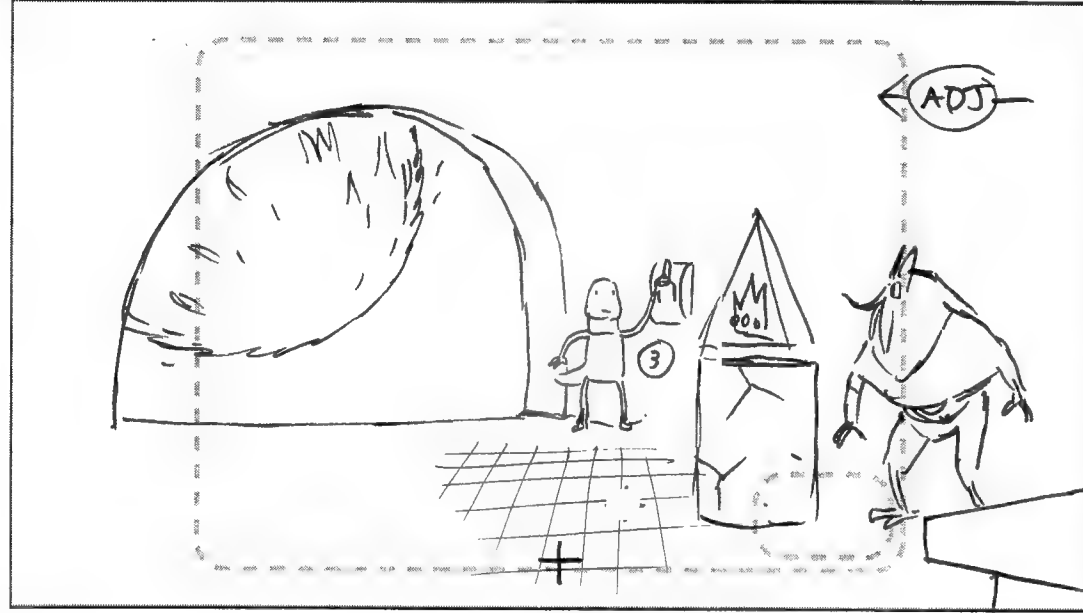
Page 229

Sc. 153

Pnl. B

Bg.

day night

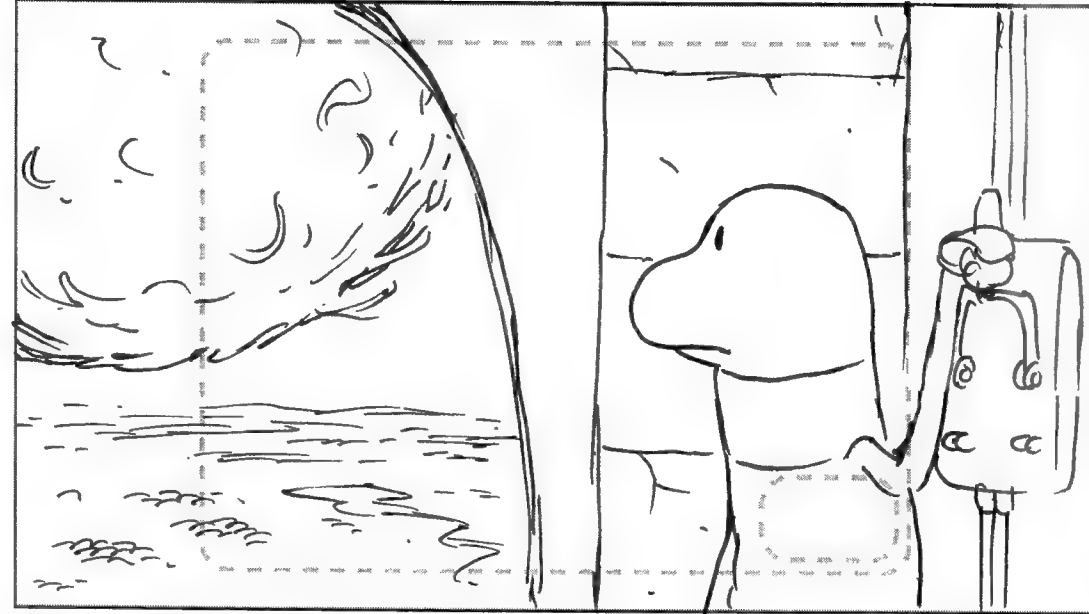


Sc. 153

Pnl. A

Bg.

day night



Dialog: (E:) Quickly, take your position - we have precious little time.

(E)(OS) → once I complete the bonding chant, →

Action:

Timing



-Gunter runs over to the wall switch and gets ready to pull it.

EPISODE #

Production :

1025-178

# ADVENTURE TIME



Page 226

Sc. 153

Pnl. B

Bg.

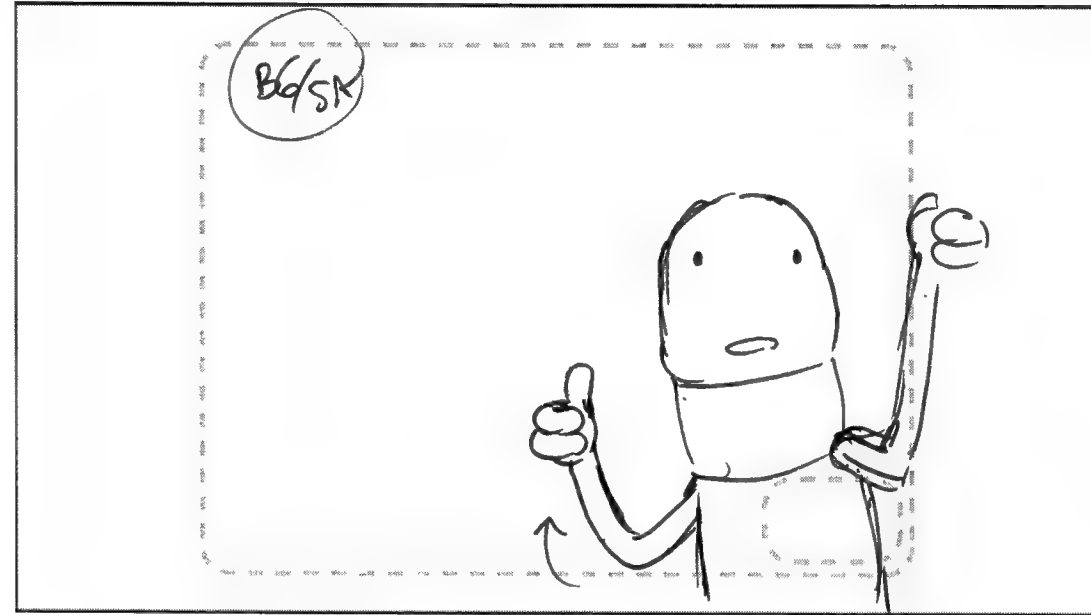
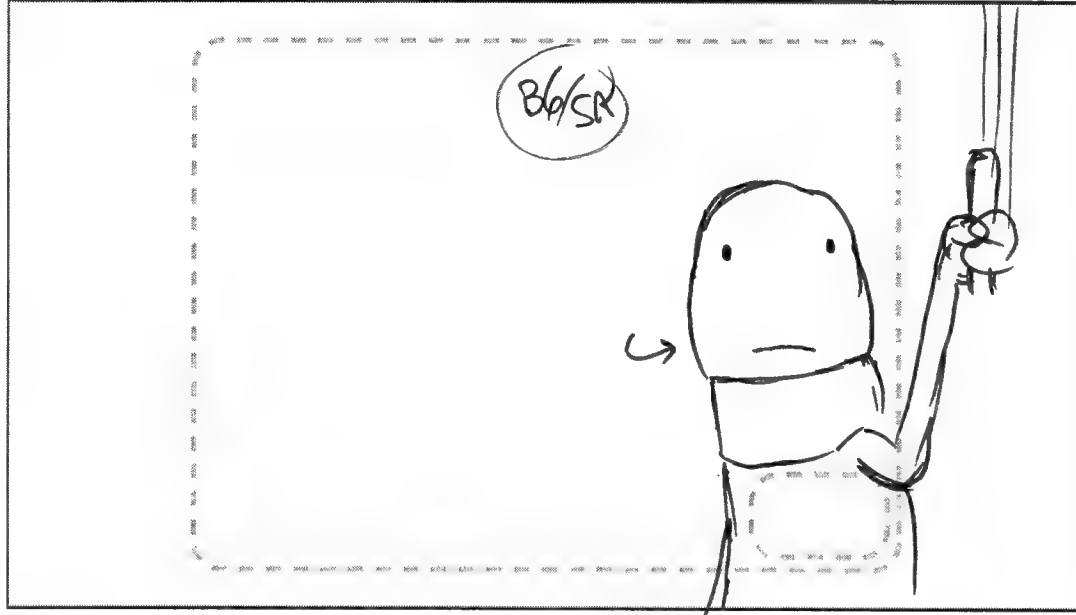
day night

Sc. 153

Pnl. C

Bg.

day night



Dialog:

(E)(OS) → you deactivate the forcefield.

(GUNTHER) Yes master Evergreen.

Action:

- Gunther gives a "thumbs-up"

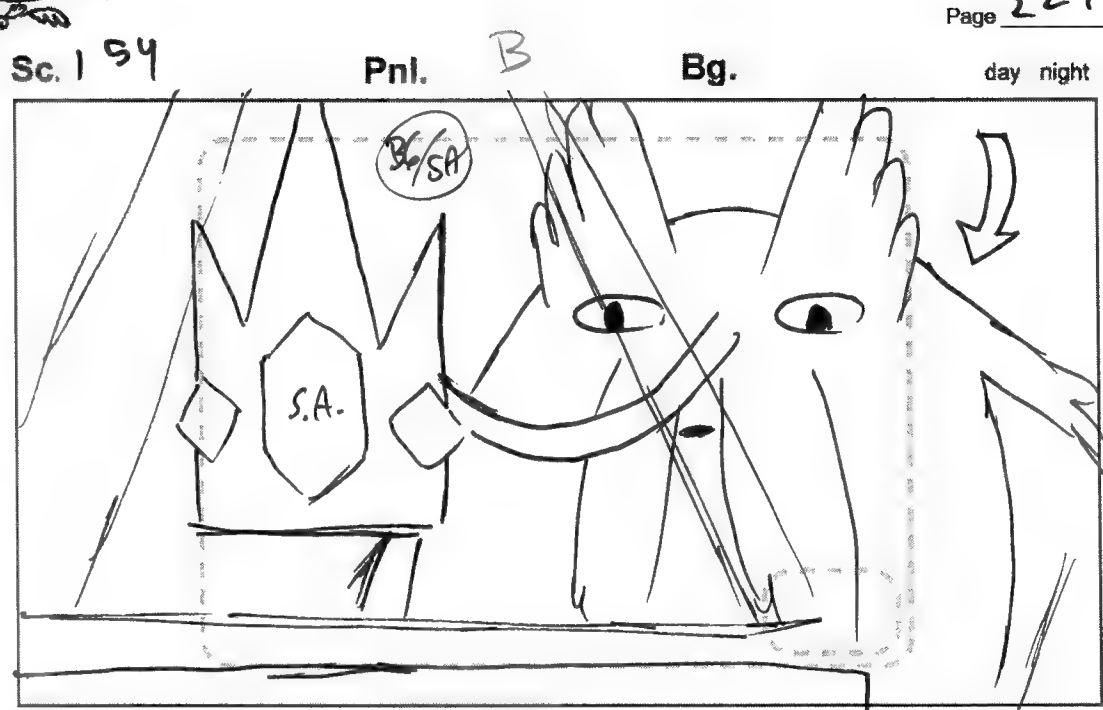
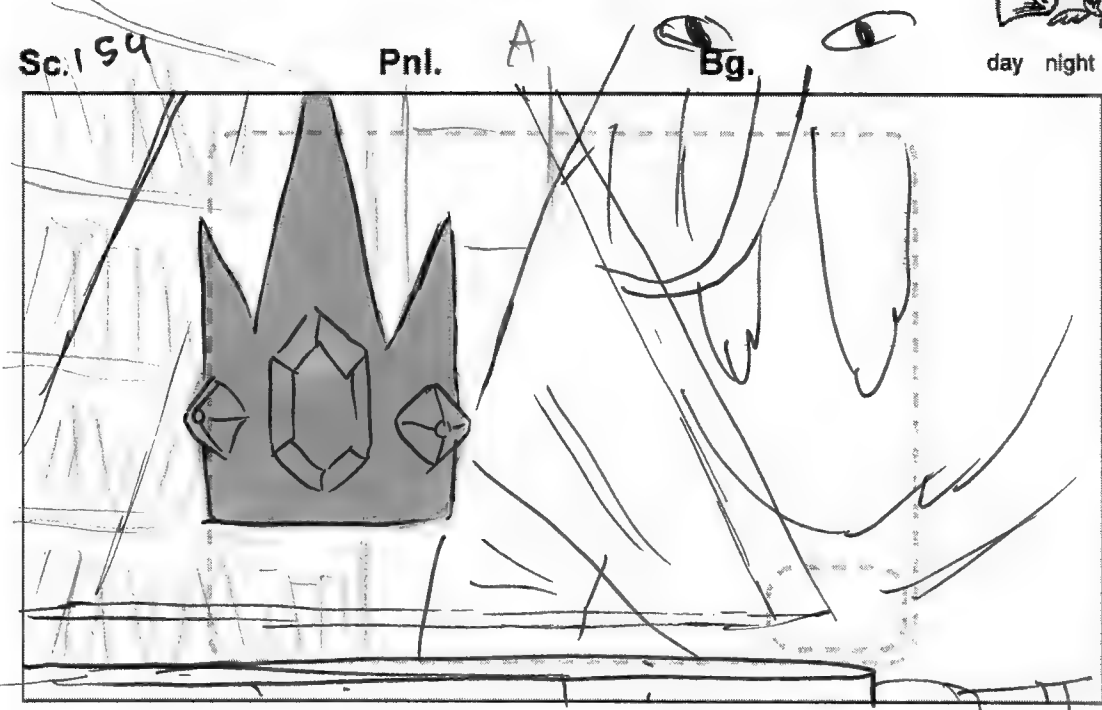
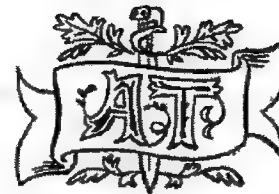
Timing:

EPISODE #

Production :

1025-178

# ADVENTURE TIME



Dialog:	(E) Bonding, Bonding, 3 2 1, →
Action:	- CROWN IS DULL & LIFELESS (hasn't been activated yet)
Timing:	

Production :

EPISODE #

1025-178



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# ADVENTURE TIME



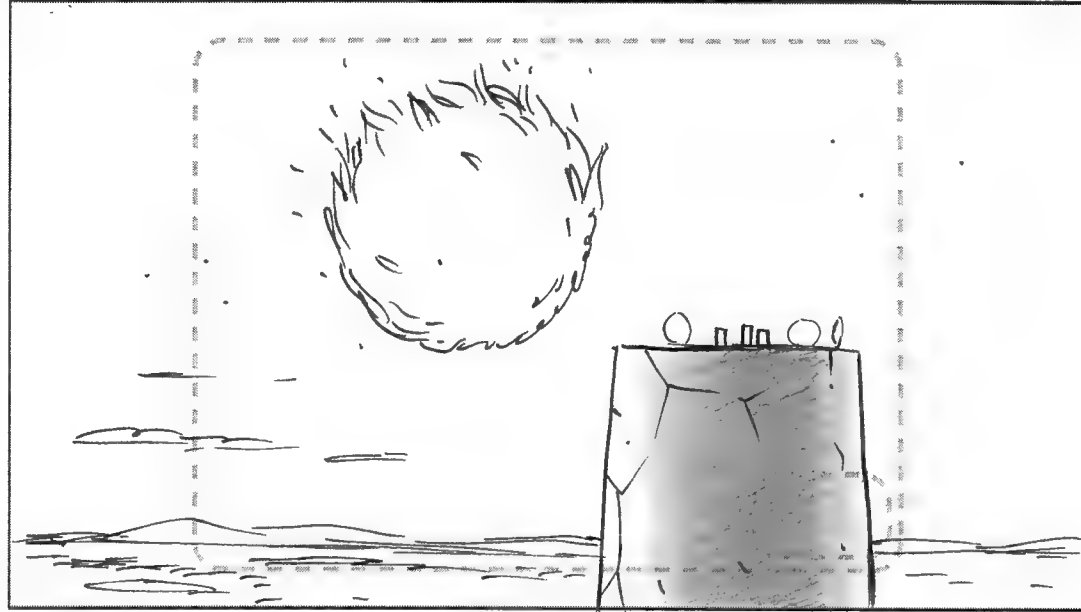
Page 228

Sc. 155

Pnl. A

Bg.

day night

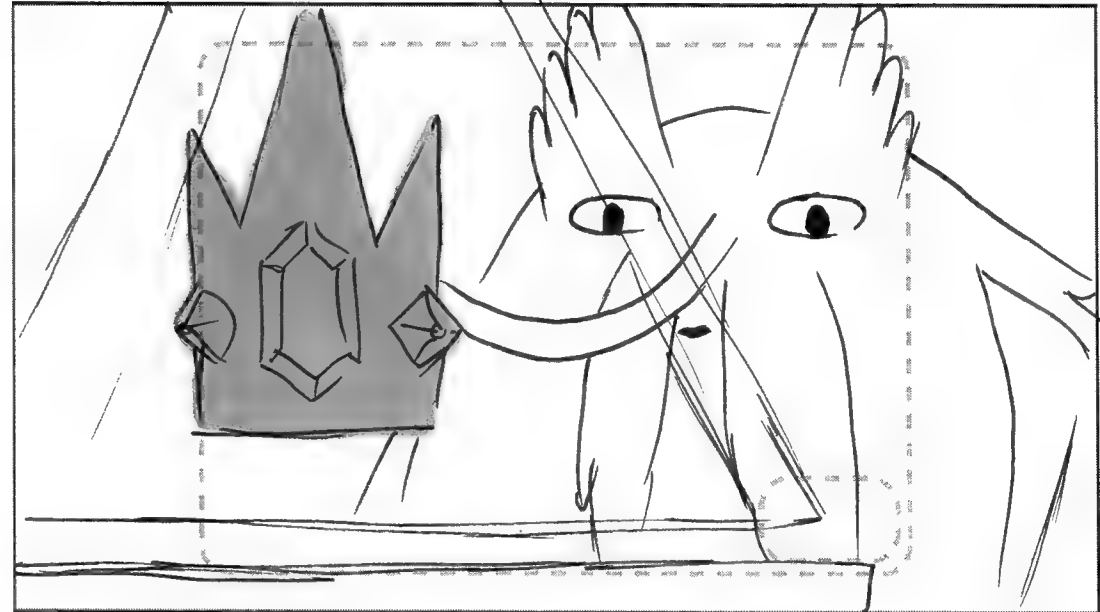


Sc. 156

Pnl. A

Bg.

day night



Dialog:



You can do it,  
You can do it,  
3 2 1, →



Bonding,  
Bonding,  
yeah.

Action:

Timing:

EPISODE #

Production :

1025-178

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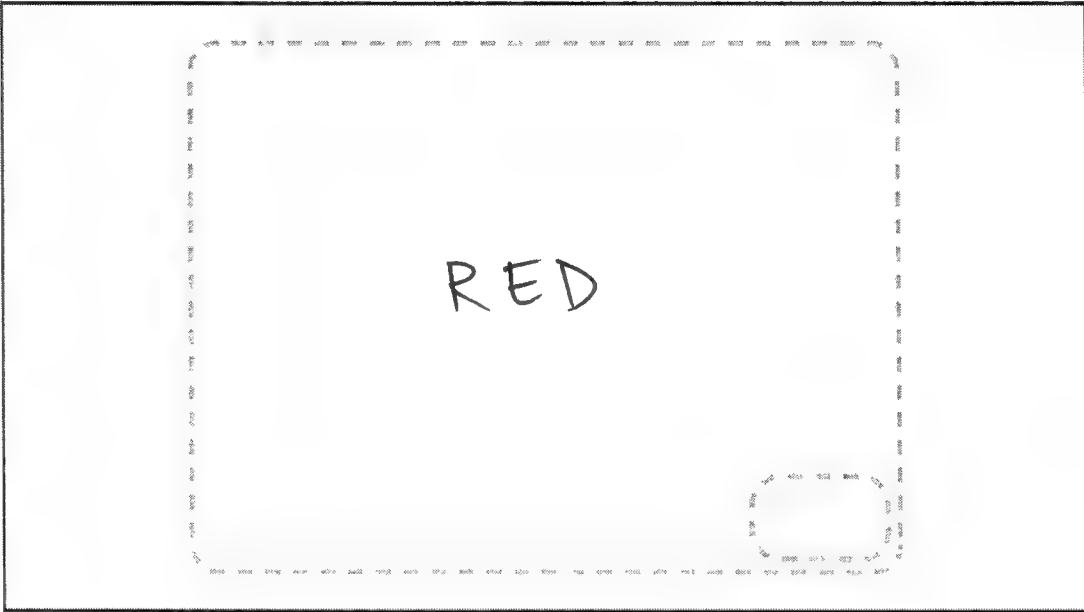
ADVENTURE TIME



Sc. 156 Pnl. B Bg. day night



Sc. 156 Pnl. C Bg. day night



Dialog:	
Action:	- Red ruby energy floods the screen -
Timing:	

EPISODE #

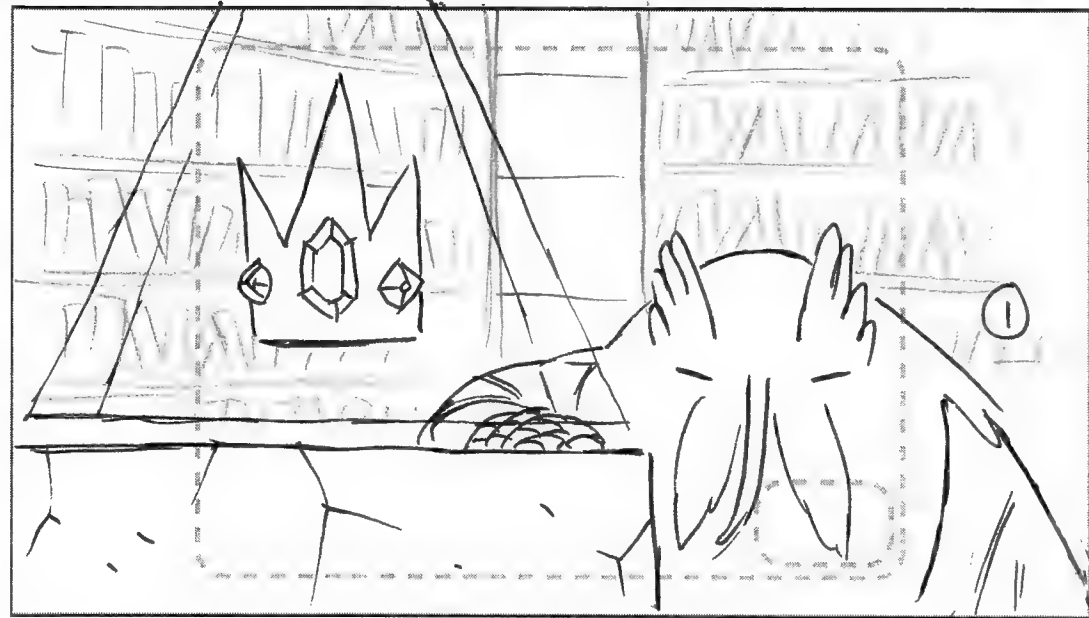
Production :

1025-178

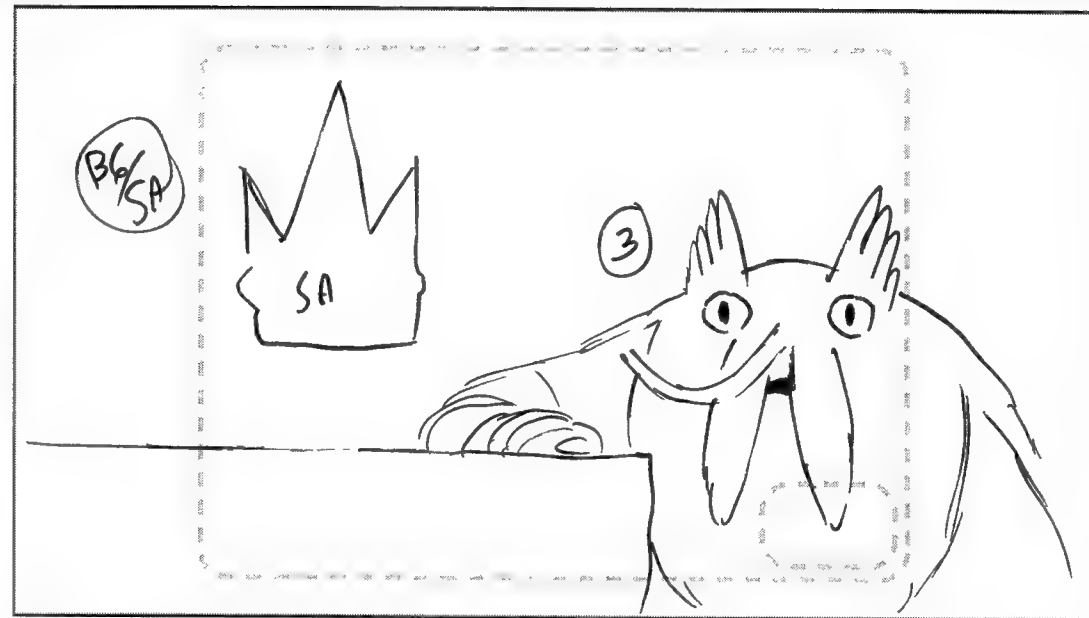
ADVENTURE TIME



Sc. 157 Pnl. A Bg. day night



Sc. 157 Pnl. B Bg. day night



Dialog:	(E:) It worked... I did it... I →	
Action:	 crown is now fully activated - colors are normal - bright and saturated.	
Timing:		
		eyes open slowly from (2) to (3) then Evergreen speaks

EPISODE #

Production :

1025-178

ADVENTURE TIME



Sc. 157 Pnl. C Bg. day night

Sc. 157 Pnl. D Bg. day night

Dialog: SFX: { BOOM! }

Action: - screen shakes  
- books fall from shelves.

Timing:

EPISODE #

Production :

1025-178

# ADVENTURE TIME



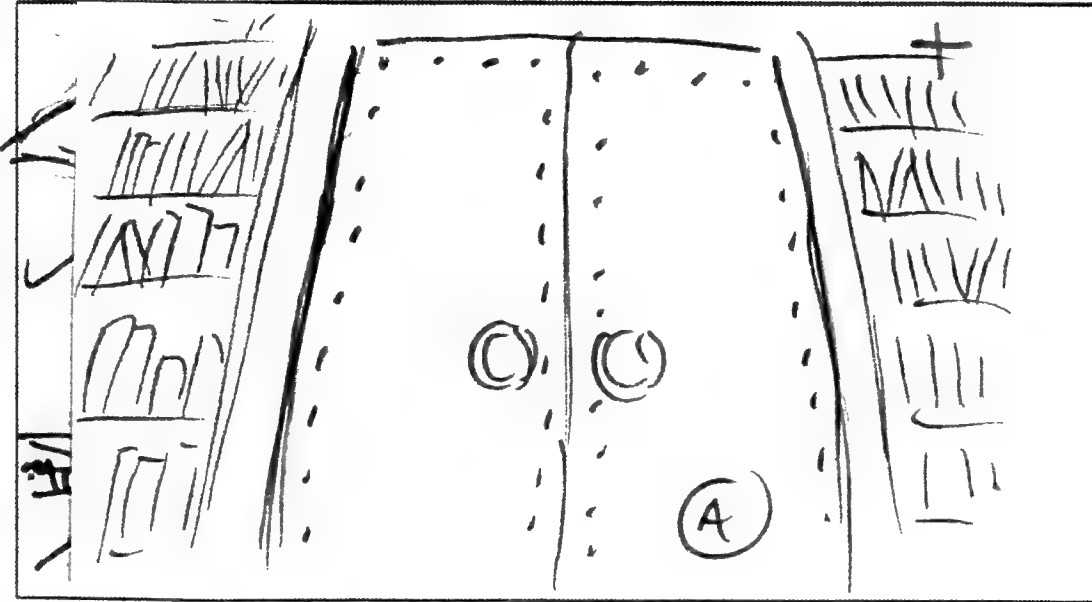
Page 232

Sc. 158

Pnl. A

Bg.

day night

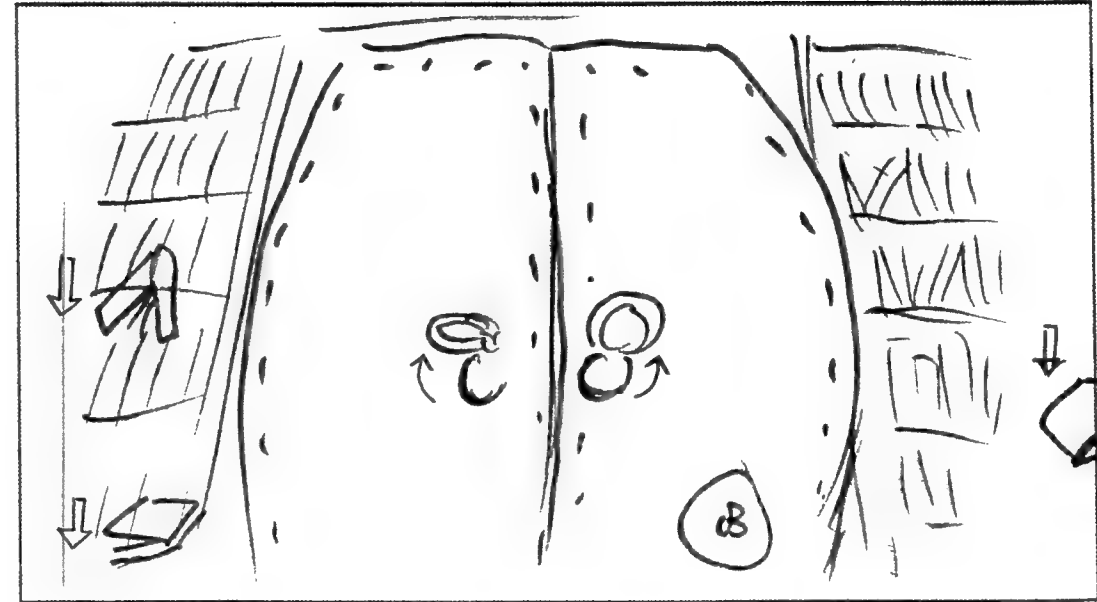


Sc. 158

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

(B) (A)

- BOO BOO FY-

- Door bulges from impact on the other side.

EPISODE #

1025-178

Production :

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# ADVENTURE TIME



Page 233

Sc. 159

Pnl. A

Bg.

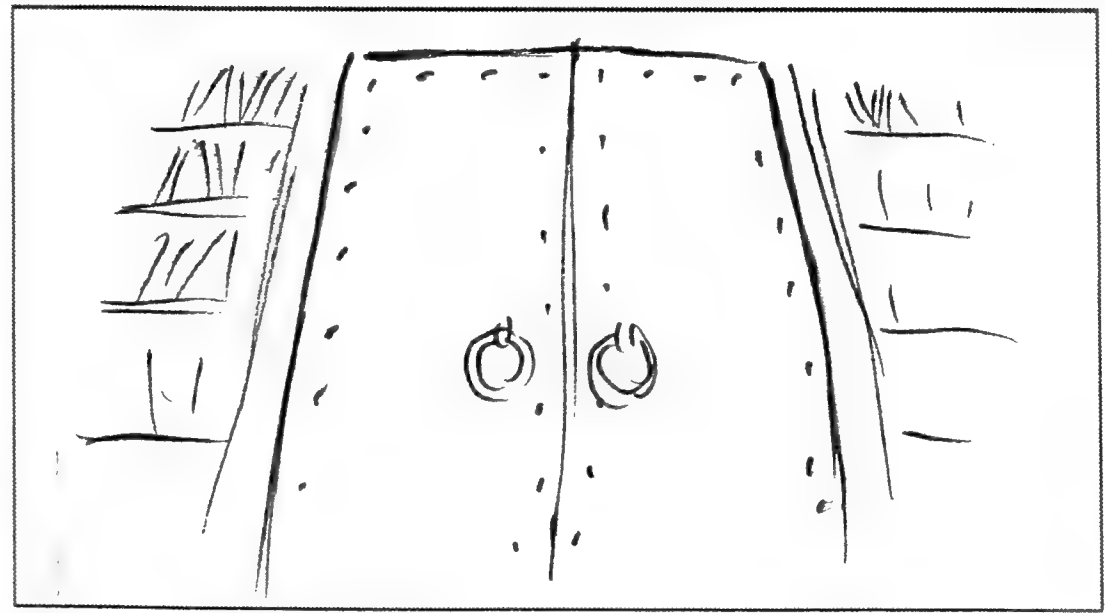
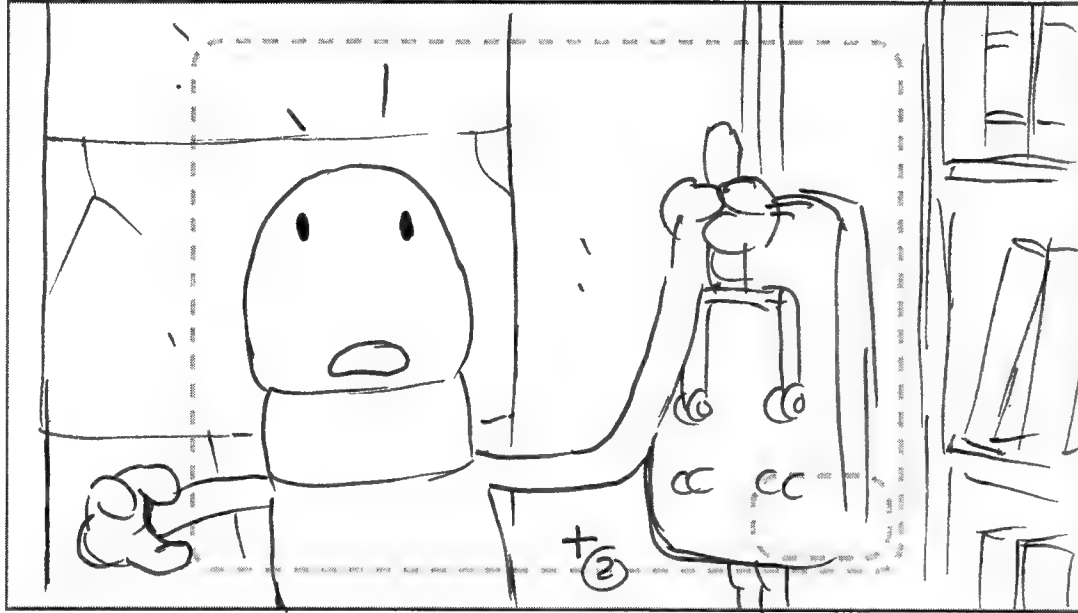
day night

Sc. 160

Pnl. A

Bg.

day night

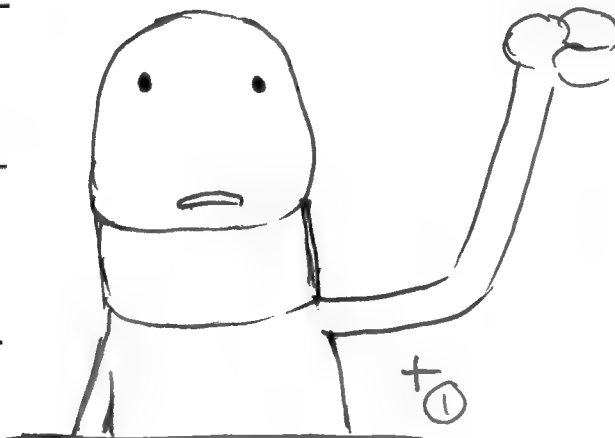


Dialog:

SFX: ② = BOOM! =

Action:

Timing:



EPISODE #

Production :

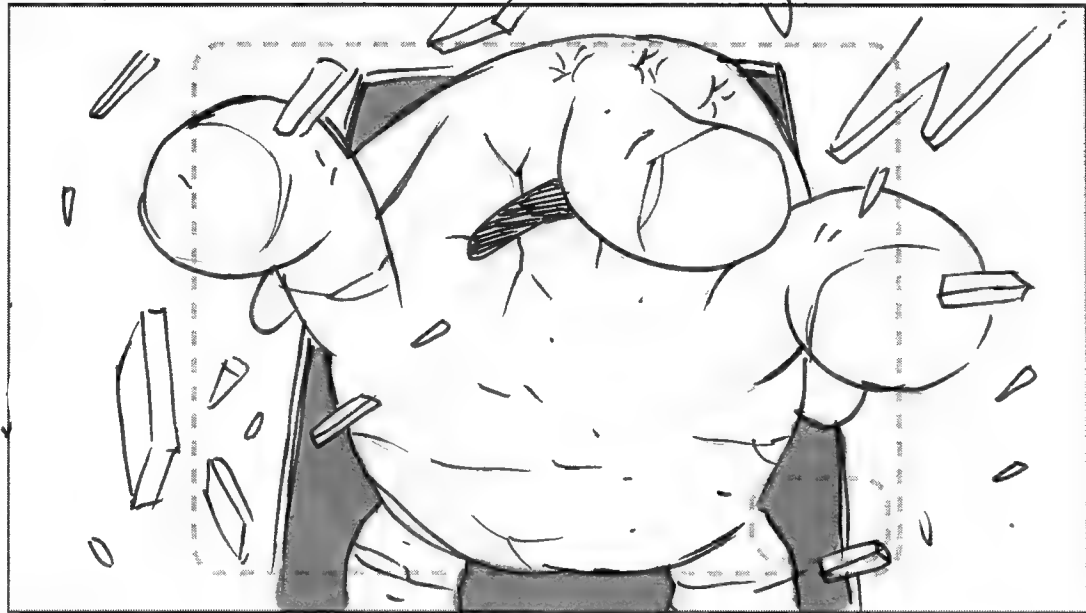
1025-178

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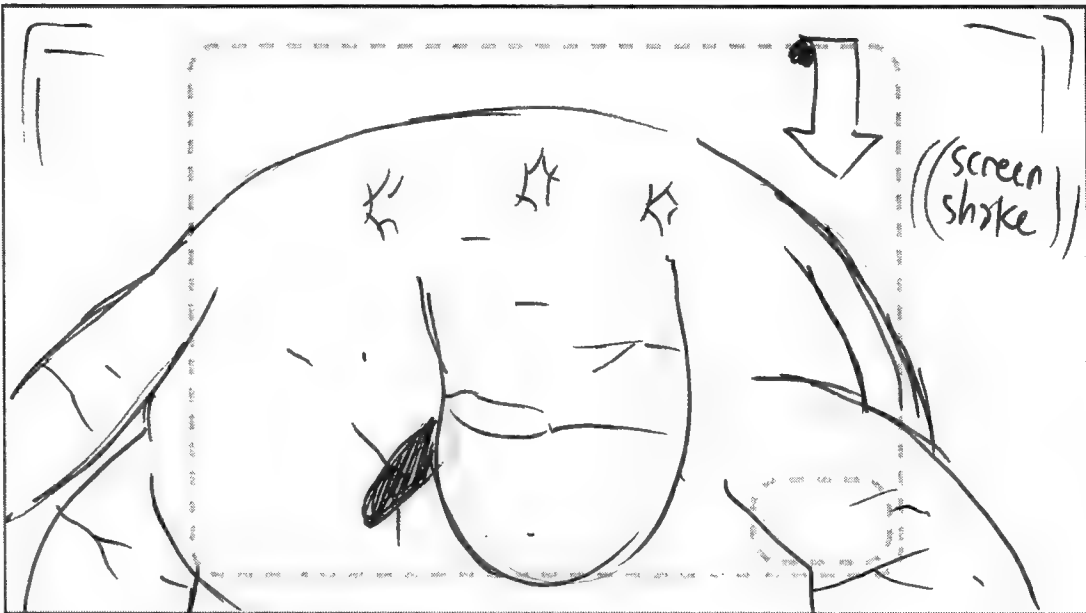
ADVENTURE TIME



Sc. 160 Pnl. B Bg. day night



Sc. 160 Pnl. C Bg. day night



Dialog:	SFX: CRASH - BOOM -
Action:	- Frozen lava dog breaks through door
Timing:	

EPISODE #

Production :

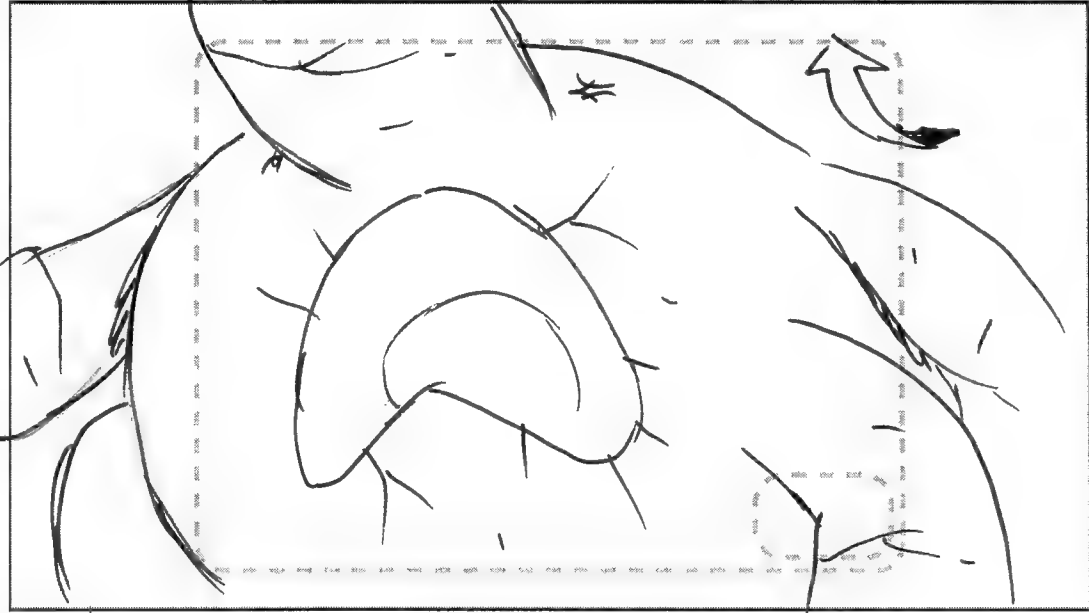
1025-178

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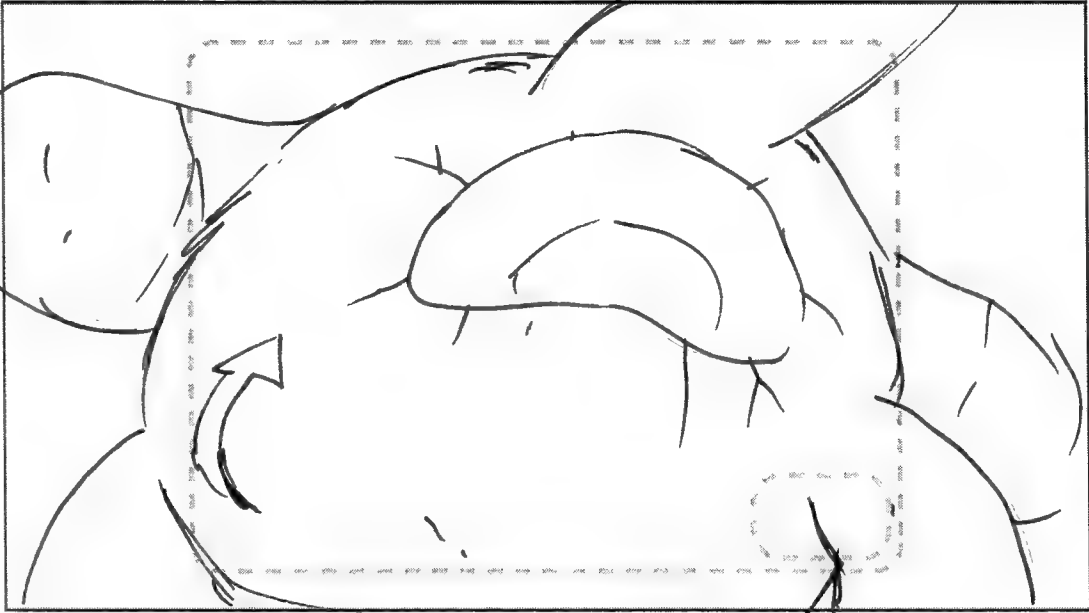
ADVENTURE TIME



Sc. 560 Pnl. D Bg. day night



Sc. 560 Pnl. E Bg. day night



Dialog:

MAGWOOD: ROO AAR RR--->

Action:

Timing:

EPISODE # 1025-178

Production :



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ADVENTURE TIME



160

Page 236

Sc. 160

Pnl.

F

Bg.

day night

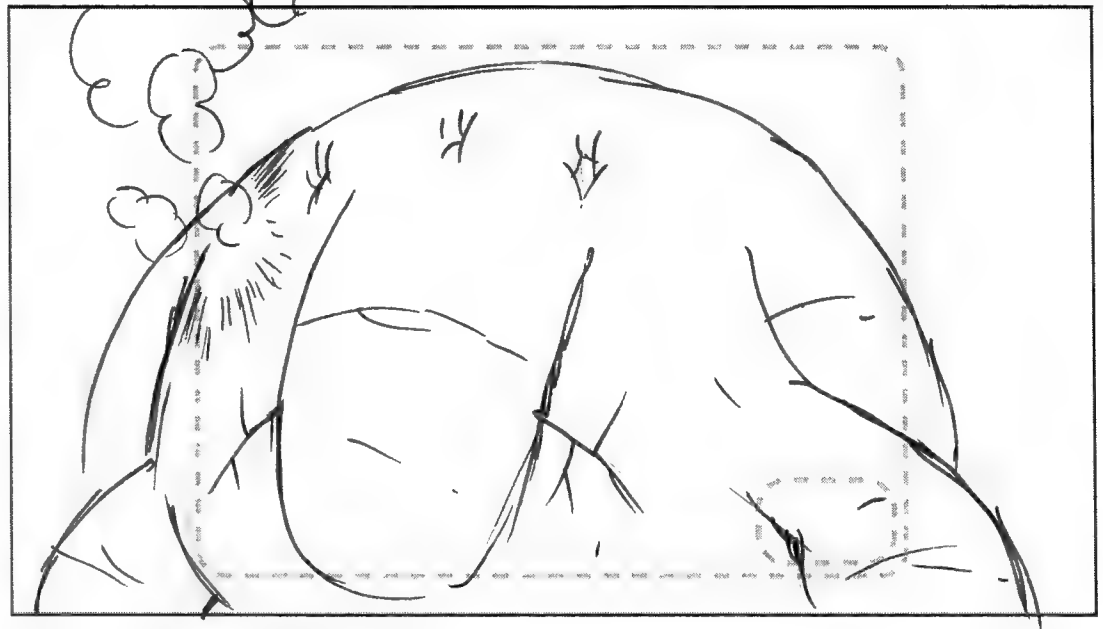
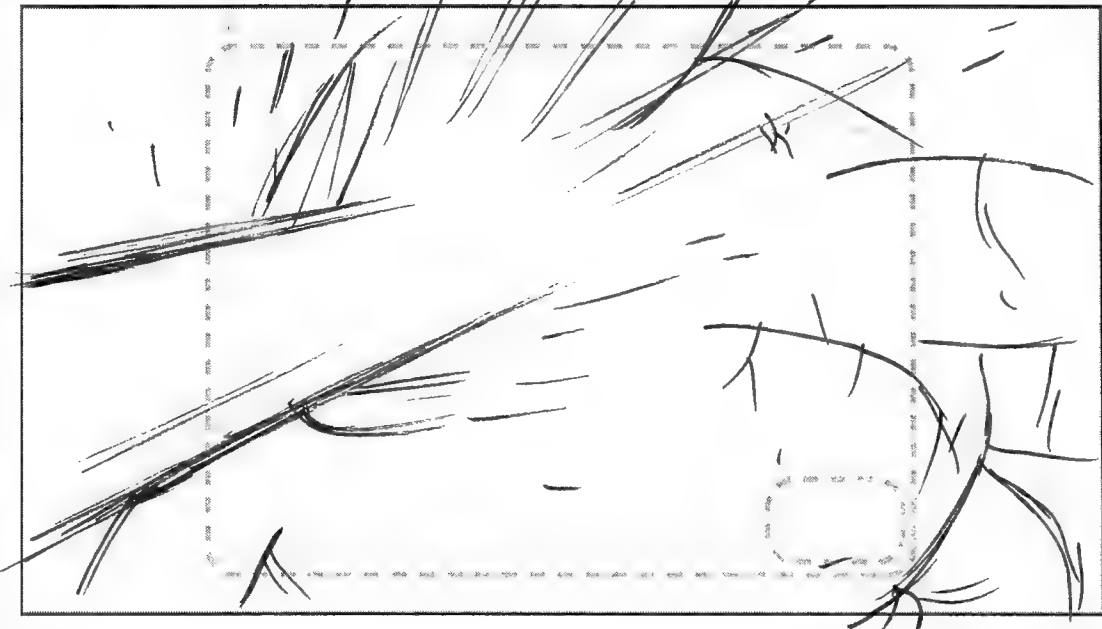
Sc.

Pnl.

G

Bg.

day night



Dialog:	SFX: ZAP!	- BEAT -
Action:	- Evergreen blasts lava dog with an ice-beam.	
Timing:		

EPISODE #

Production :

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ADVENTURE TIME



Sc. 160 Pnl. H Bg. day night



Sc. 161 Pnl. A Bg. day night



Dialog:	(MAGWOOD): ROAR!	(E): Uh-oh...
Action:		
Timing:		

Production :

EPISODE #

1025-178

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# ADVENTURE TIME



Page 238

Sc. 162

Pnl. A

Bg.

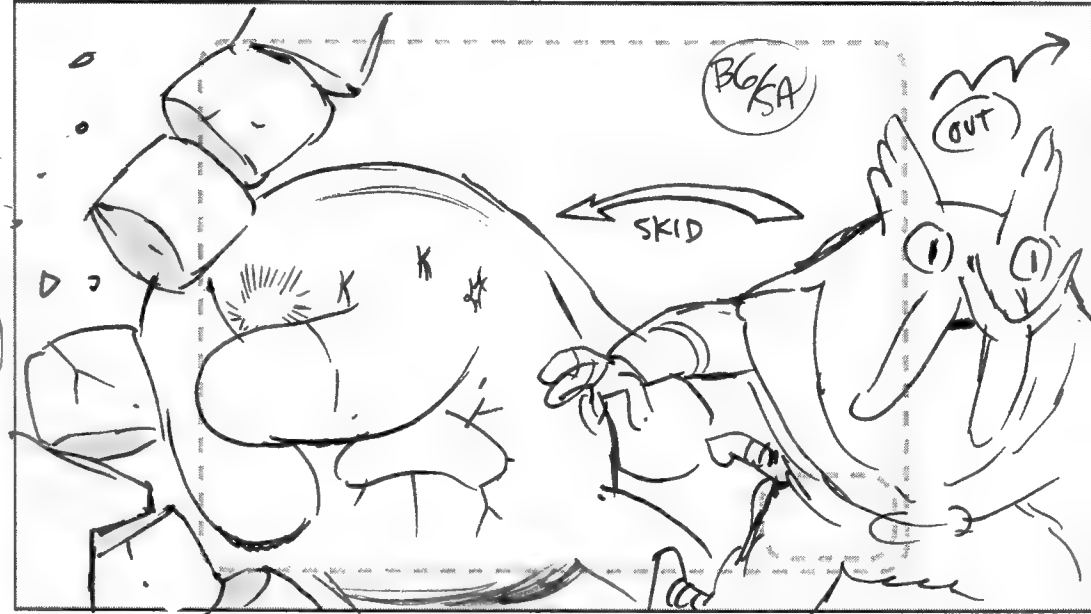
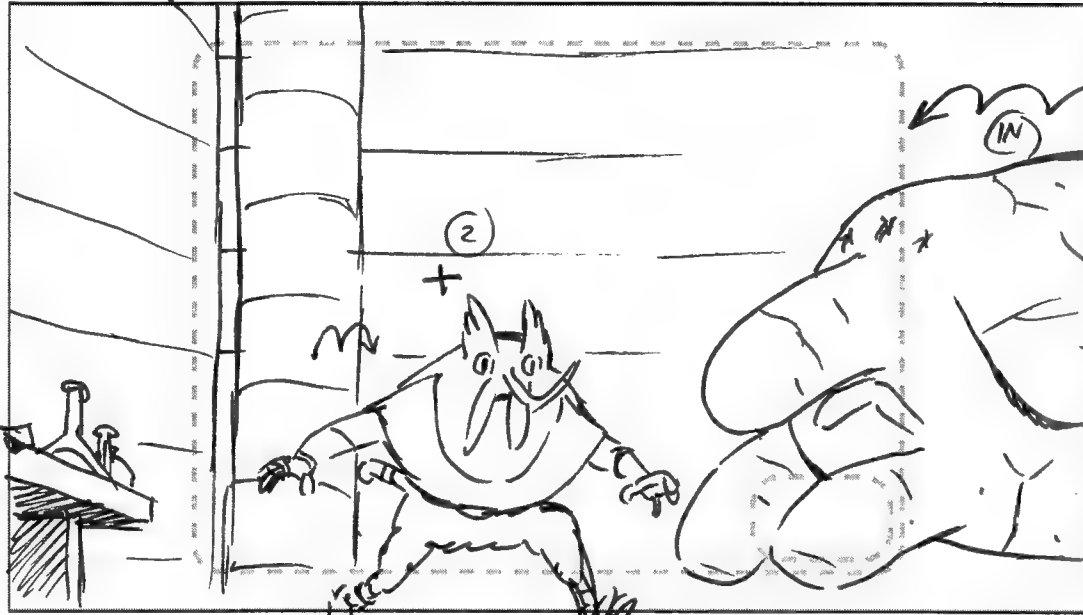
day night

Sc. 162

Pnl. B

Bg.

day night



Dialog:

(E) Ysh-ha-ha!

Action:

- Lava dog charges at evergreen, then slides into column as it tries to change direction.

Timing:



EPISODE #

Production :

1025-178

ADVENTURE TIME



Sc. 162

Pnl. C

Bg.

day night



Sc. 163

Pnl. A

Bg.

day night



Dialog:	(E:) c'mon now, —→	(E:) Who'd I ever do to you?!
Action:	- Lava dog chases Evergreen off screen.	
Timing:		

EPISODE #

Production :

1025-178

# ADVENTURE TIME



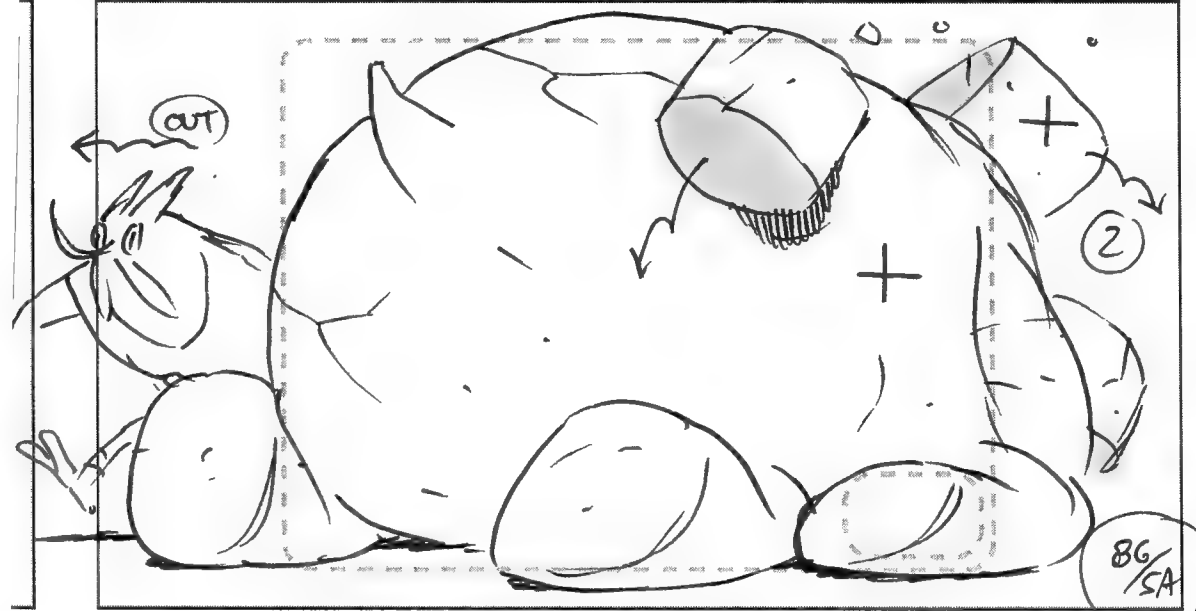
Sc. 163

Pnl. B

Bg.

Page 240

day night



(E:) gyah!

SFX: SMASH!

- Lava dog charges into second column

EPISODE #

Production :

1025-178

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Sc. 169

Pnl. A

Bg.

day night

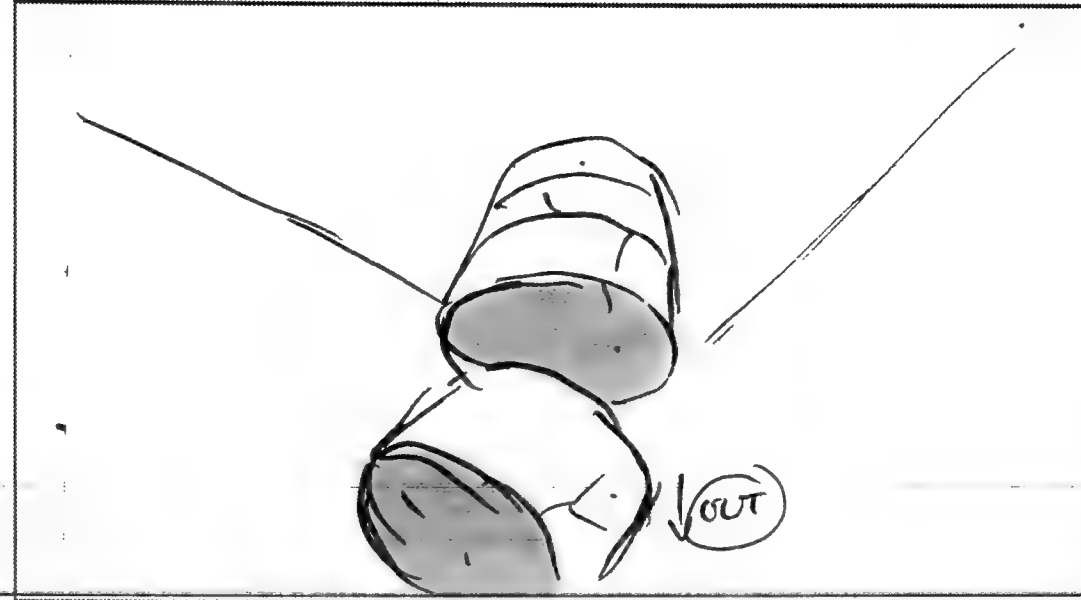
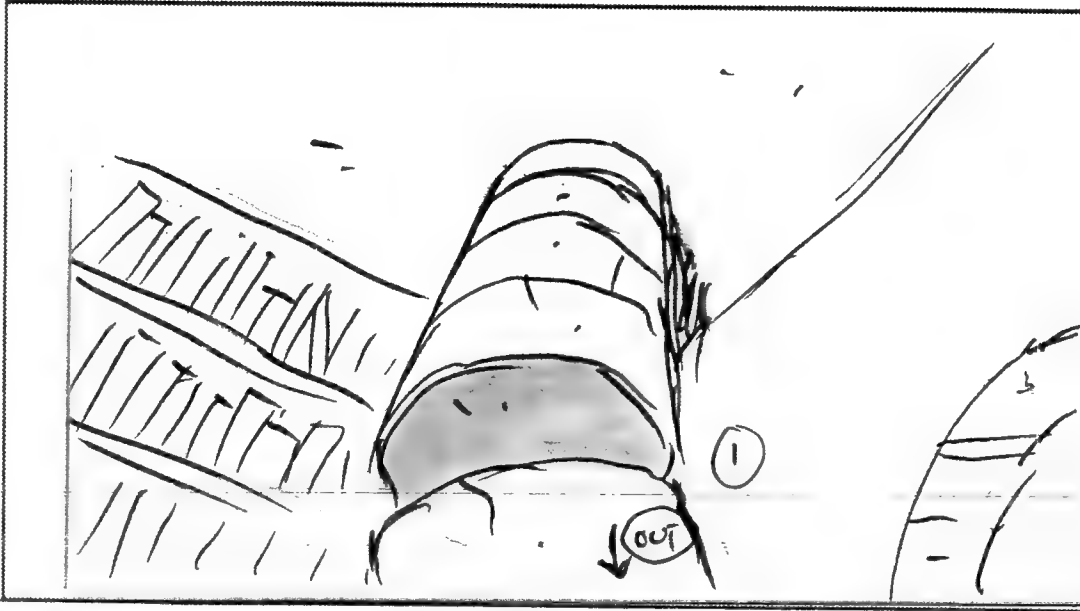


Sc. 169

Pnl. B

Bg.

Page 241  
day night



Dialog:

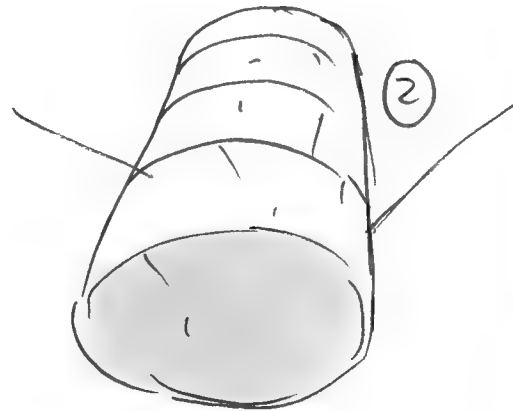
(SFX:) SMASH

(SFX:) SMASH

Action:

- column blocks fall.

Timing:



EPISODE #

1025-178

Production :

# ADVENTURE TIME



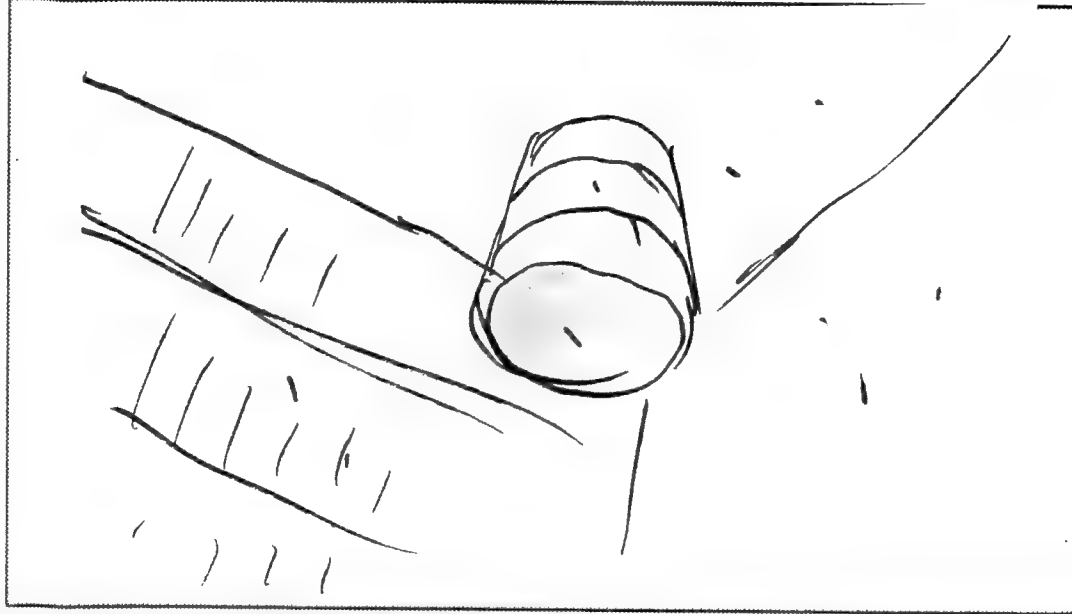
Page 242

Sc. 164

Pnl. C

Bg.

day night

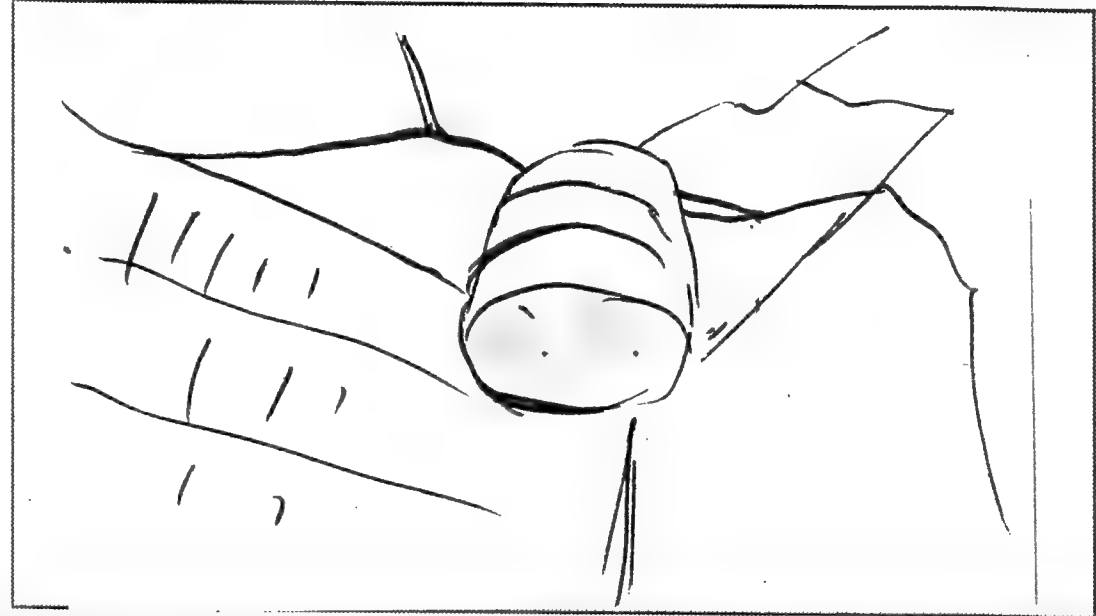


Sc. ~~163~~ 164

Pnl. D

Bg.

day night



1025-178

EPISODE #

Production :

Dialog:

Action:

Timing:

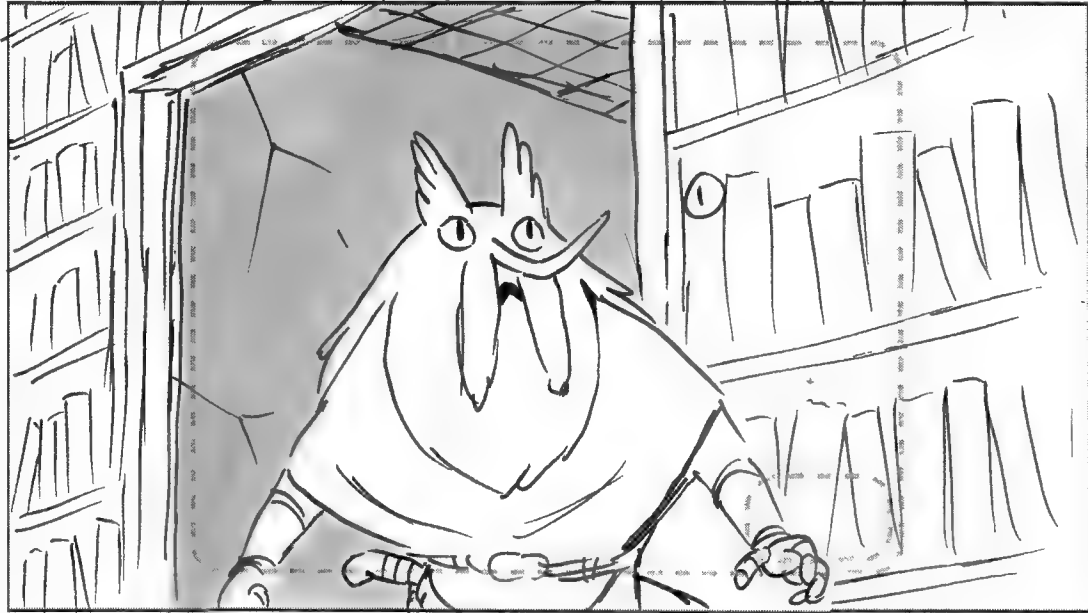
(SFX.) cr-crack!

- ceiling cracks

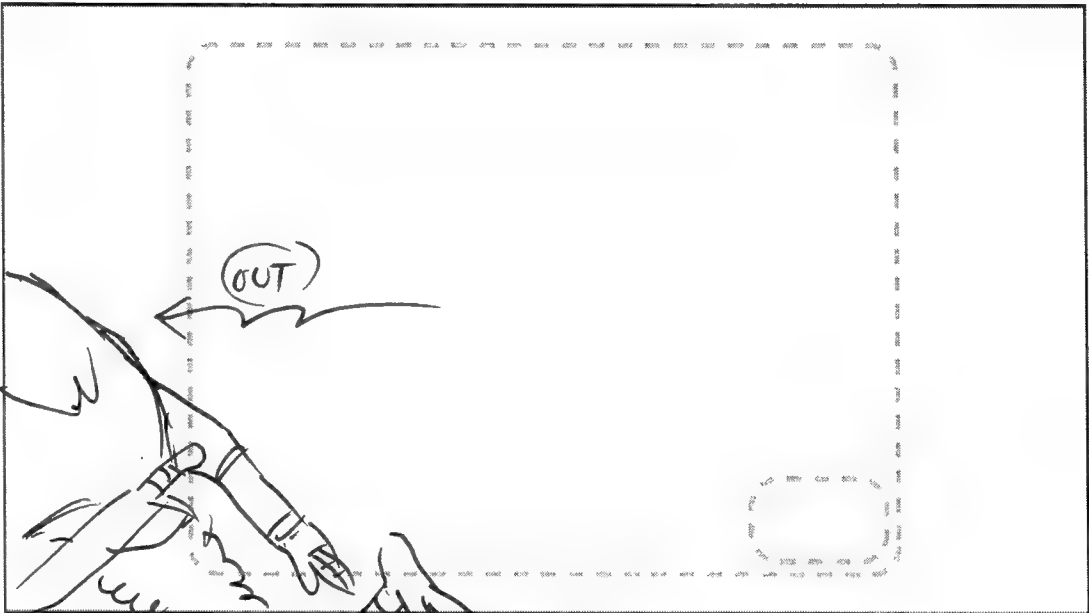
ADVENTURE TIME




Sc. 165 Pnl. A Bg. day night



Sc. 165 Pnl. B Bg. day night



Dialog:	(E) ① Watch the columns stupid! ALT: dummy! ②	(E) Whoops!
Action:		
Timing:		

EPISODE #

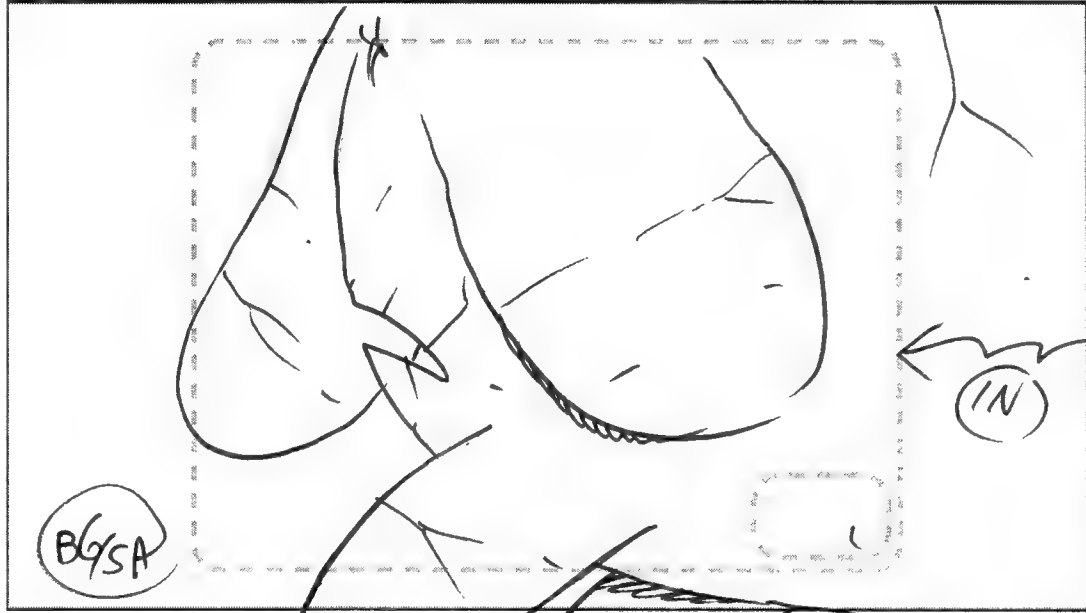
Production :



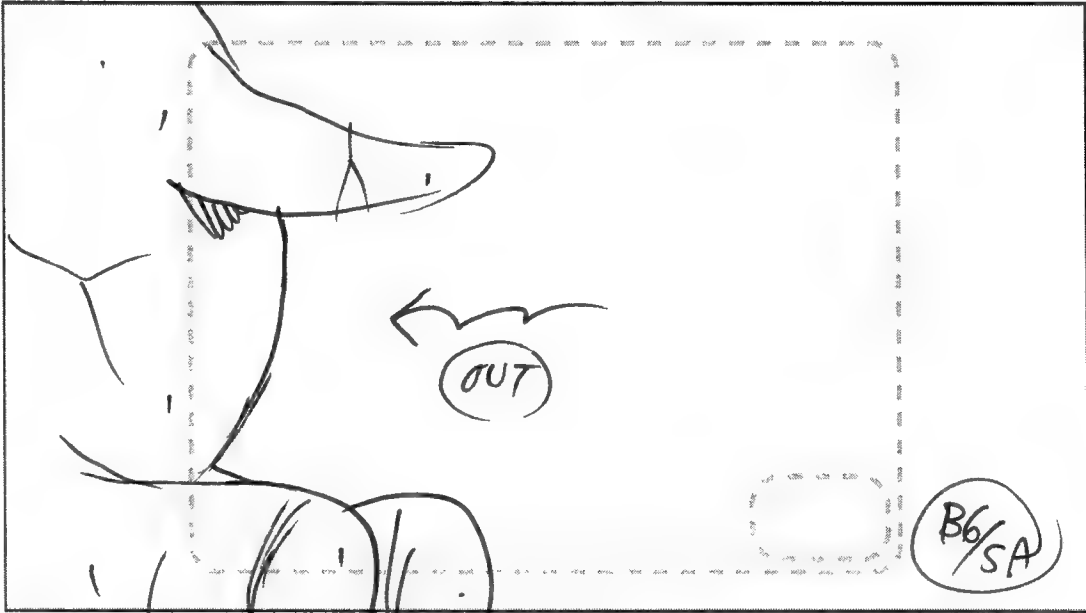
ADVENTURE TIME



Sc. 165 Pnl. C Bg. day night



Sc. 165 Pnl. D Bg. day night



Dialog:
Action:
Timing:

EPISODE #

Production :

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# ADVENTURE TIME



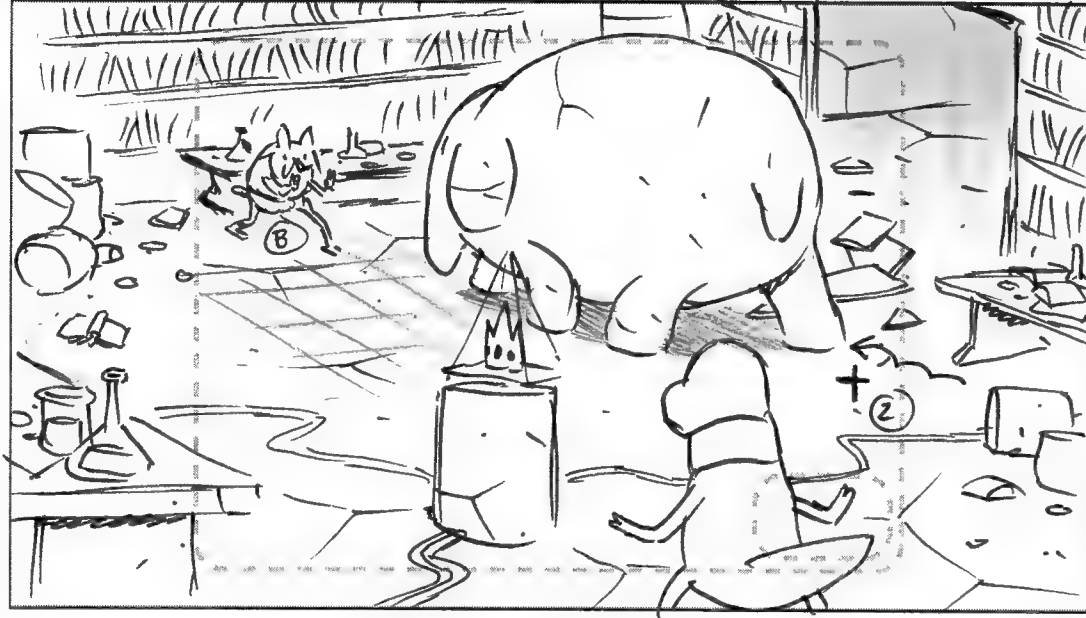
Page 249

Sc. 166

Pnl. A

Bg.

day night

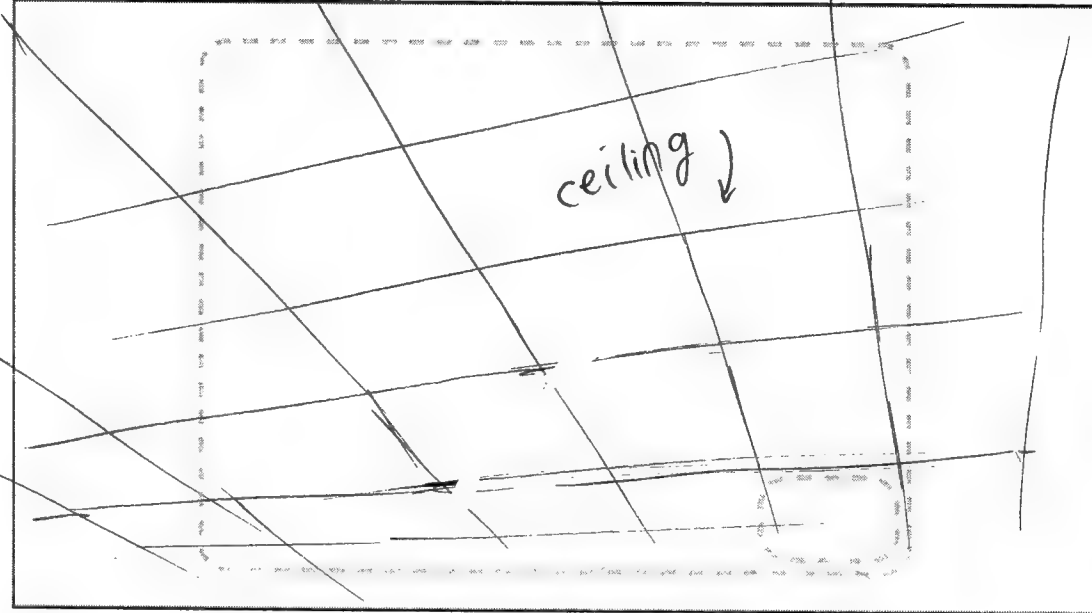


Sc. 167

Pnl. A

Bg.

day night



Dialog:

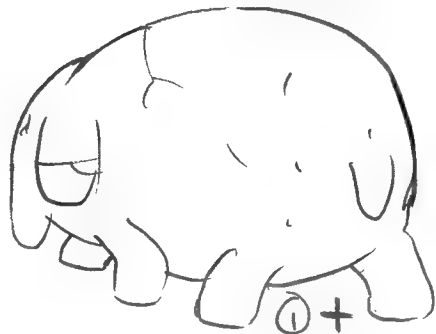
(E) Easy now...

Action

Evergreen: A BAB

- Lava dog slowly advances on Evergreen.

Timing



EPISODE #

Production :

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ADVENTURE TIME



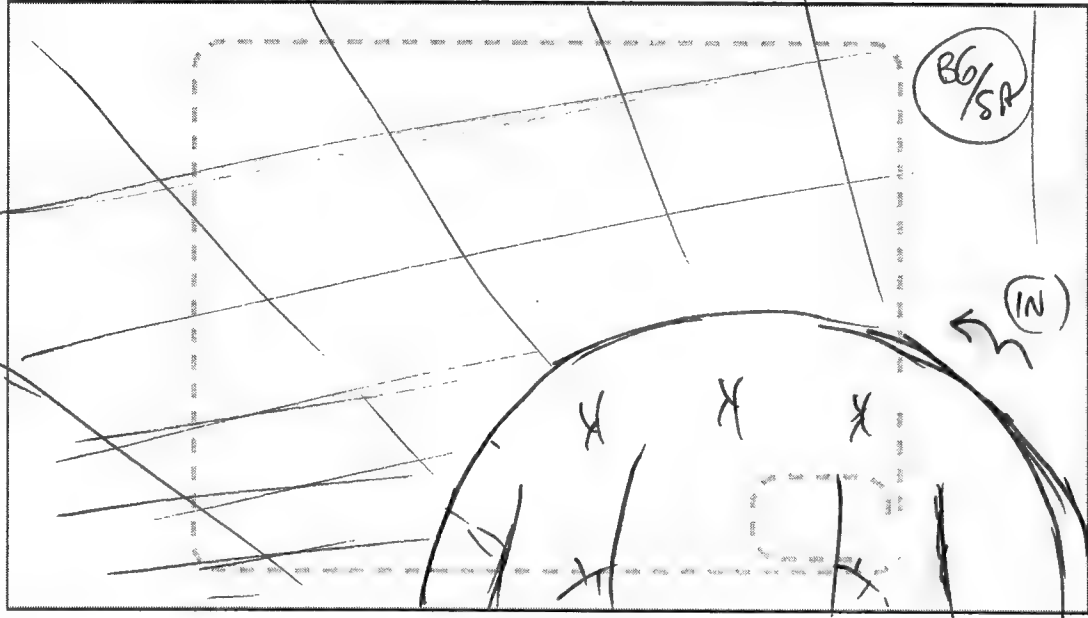
Sc. 167

Pnl.

B

Bg.

day night



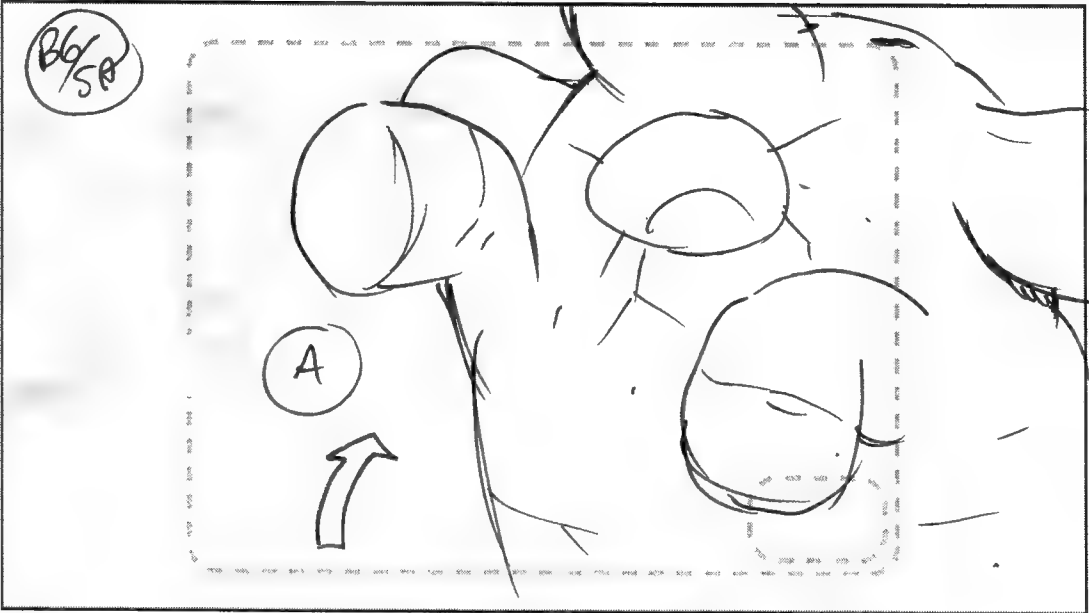
Sc. 167

Pnl.

C

Bg.

day night



Dialog:

MAGWOOD: ROARR!!

Action:

A B A

Timing:

EPISODE #

Production :

1U25-178

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ADVENTURE TIME



Sc. 167

Pnl. D

Bg.

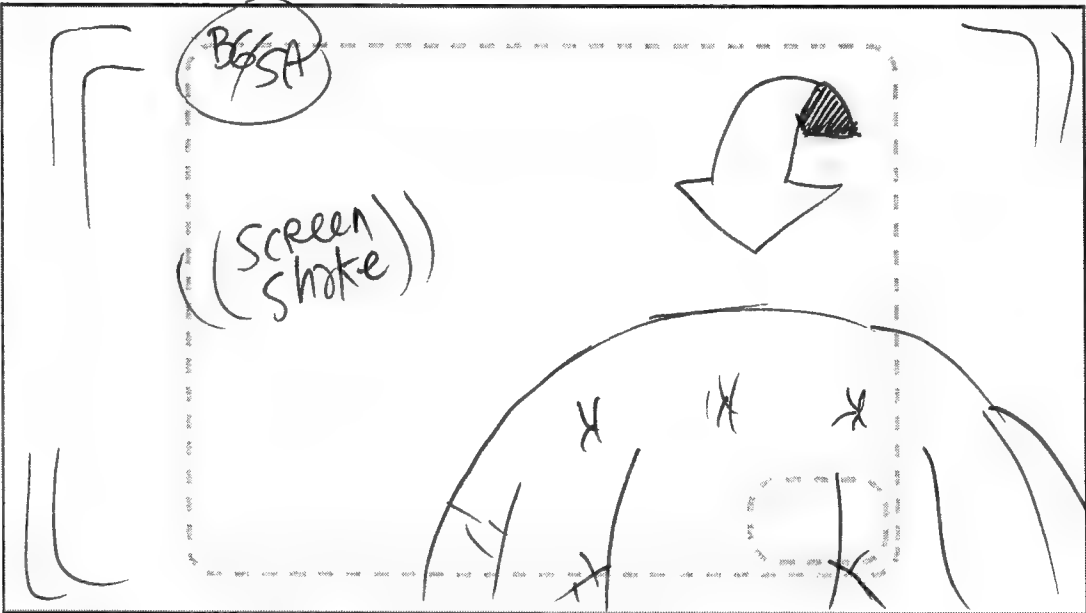
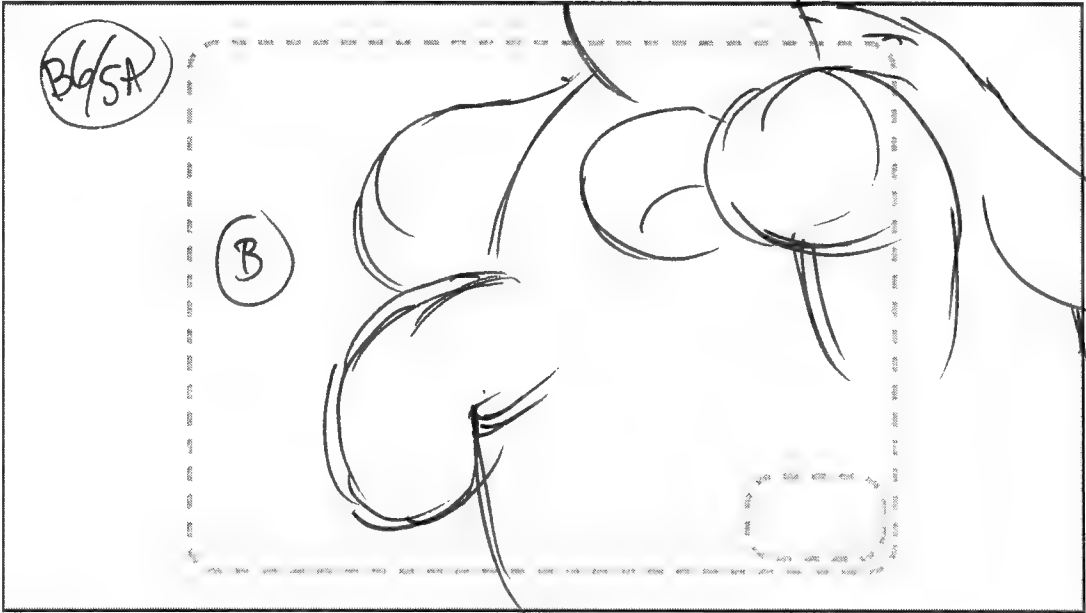
day night

Sc. 167

Pnl. E

Bg.

day night



Dialog:	SFX: BOOM!
Action:	
Timing:	

Production :

EPISODE #

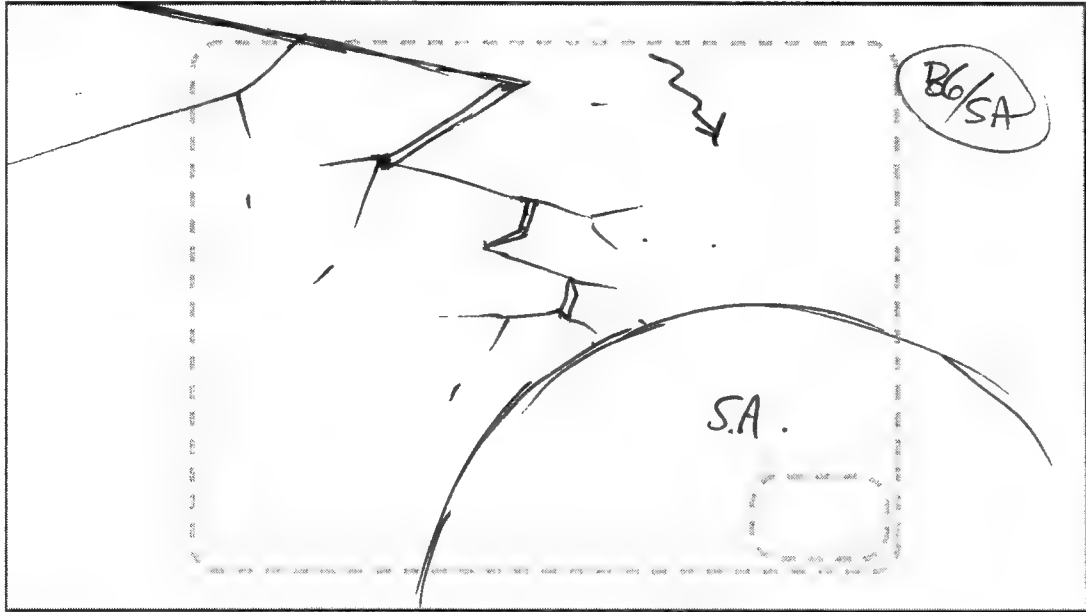
1025-178

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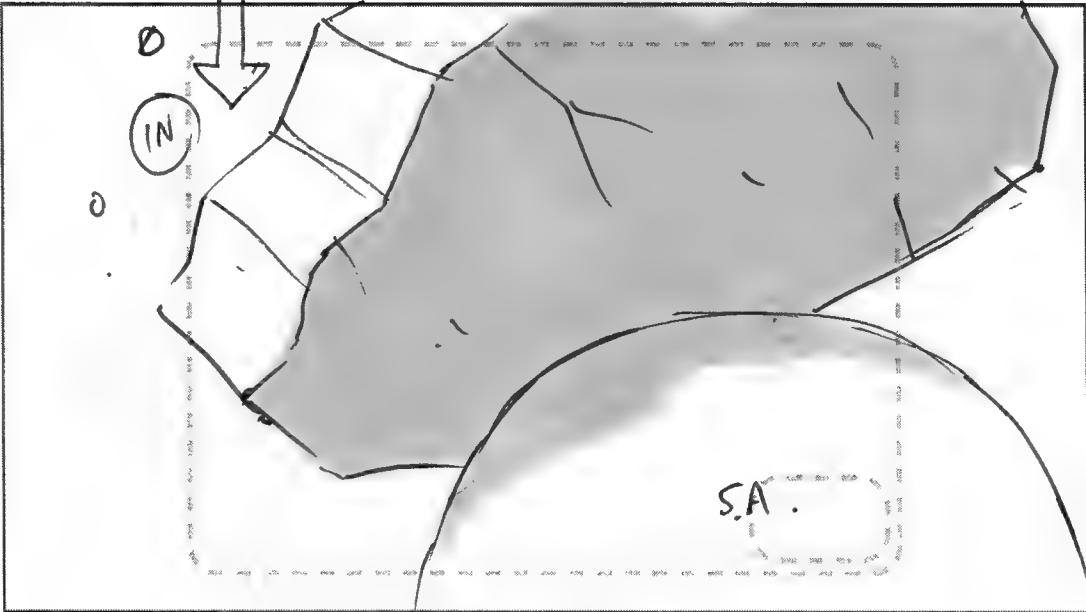
ADVENTURE TIME



Sc. ~~167~~ 167 Pnl. F Bg. day night



Sc. 167 Pnl. G Bg. day night



Dialog:	SFX: = CRRAACKK! =
Action:	- ceiling cracks. - ceiling chunk falls on Louie dog.
Timing:	

EPISODE #

Production :

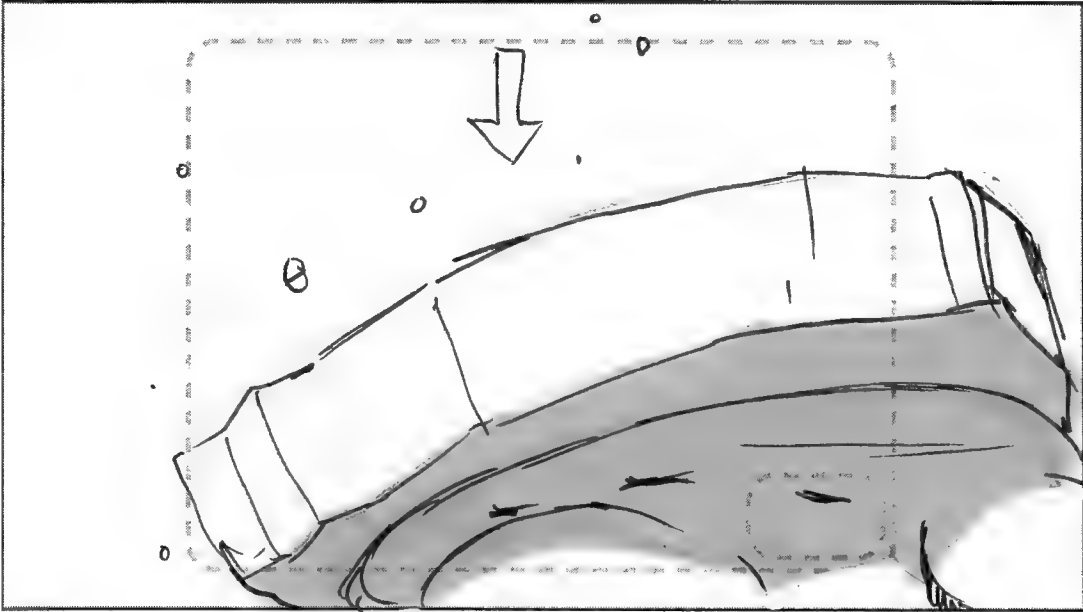
1025-178

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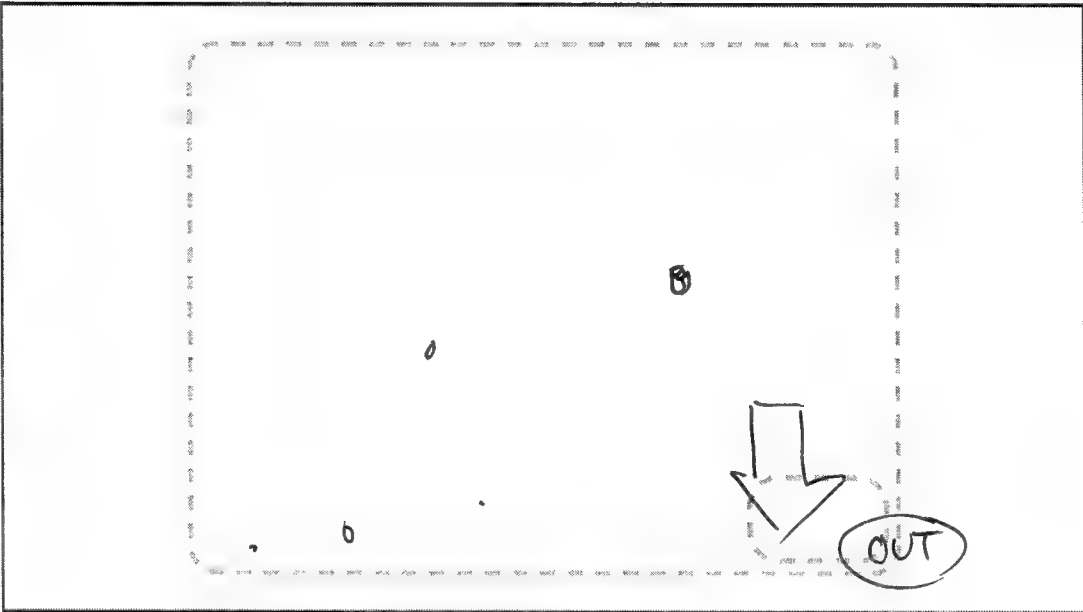
ADVENTURE TIME



Sc. 167 Pnl. H Bg. day night



Sc. 167 Pnl. I Bg. day night



Dialog:
Action:
Timing:

EPISODE #

Production :

1025-178

# ADVENTURE TIME



Page 44 250

Sc. 168

Pnl. A

Bg.

day night



Sc. 168

Pnl. B

Bg.

day night



EPISODE #

1005-178

Dialog:

(E) Oh wow!  
Did you see  
that Gunt --

Action:

Timing:

sfx: smms

(E) oof!

\* morn \*  
ch...

- ceiling chunk  
falls on Evergreen

Production :

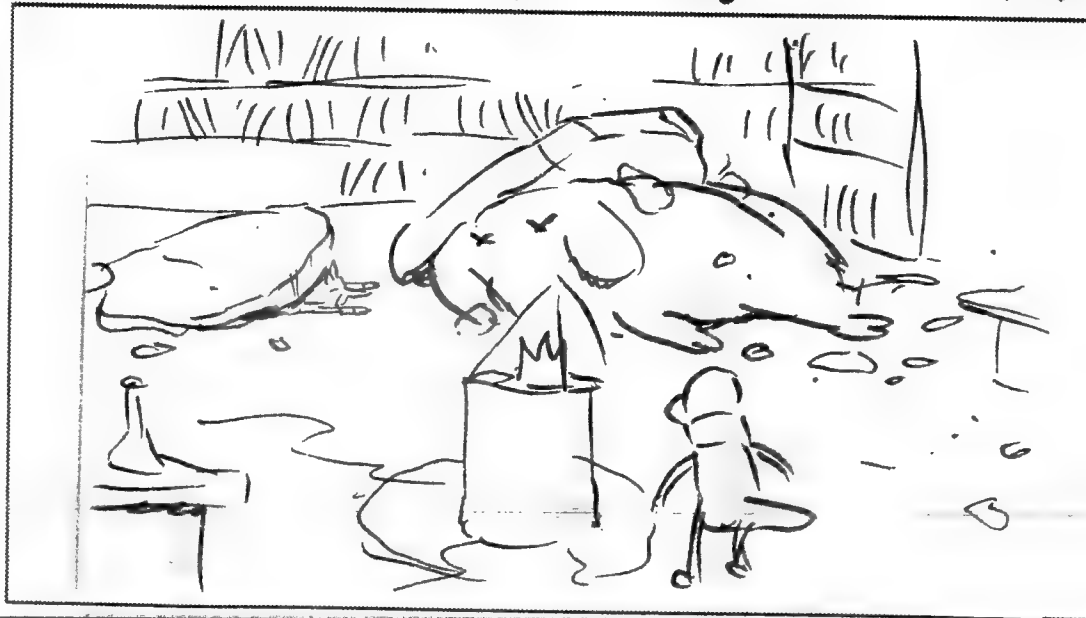
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Sc. 169

Pnl. \*

Bg.

day night

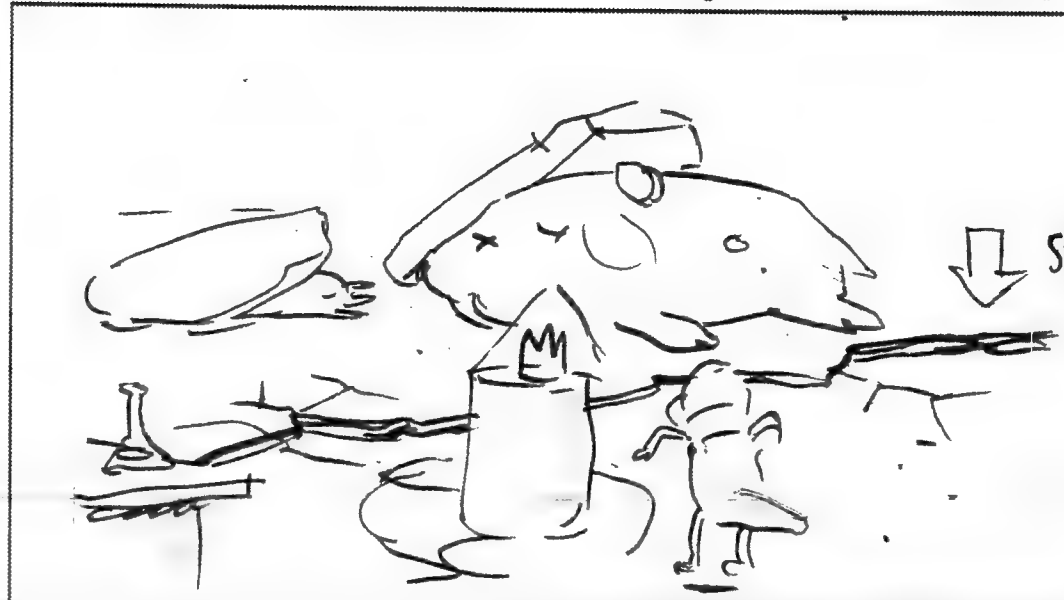


Sc. 169

Pnl. B

Bg.

day night



Dialog:

(E) Ow, my front bone!

Action:

Timing:

(SFX:



- floor

cracks in half. Gunther's side shifts down several inches instantly.

Production :

Page 251

EPISODE #

1025-178



# ADVENTURE TIME



Page M 252

Sc. 169

Pnl. C

Bg.

day night



Sc. 169

Pnl. D

Bg.

day night



EPISODE #

1025-178

Dialog:

(SFX: SMASH

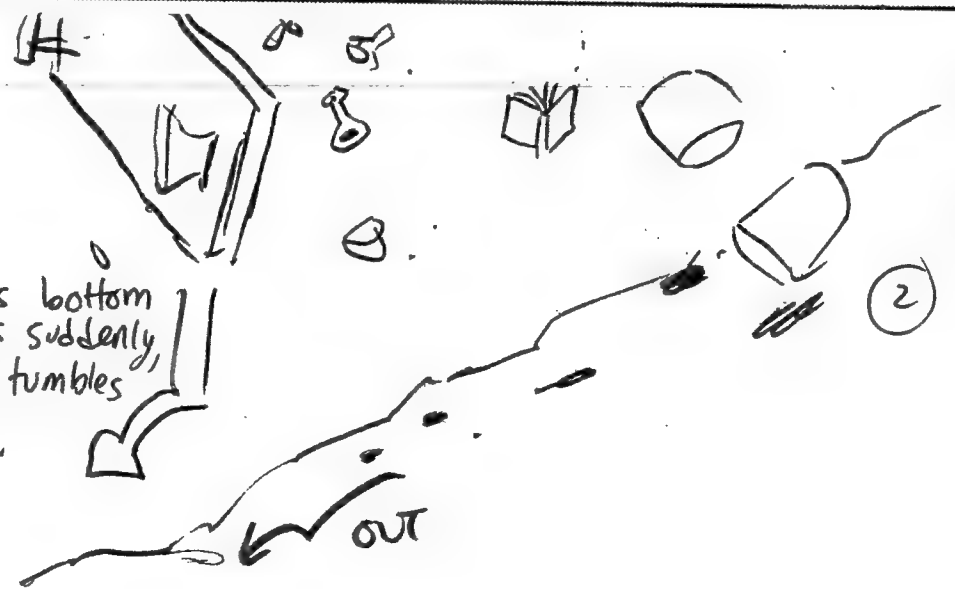
Action:

- Floor collapses  
(Evergreen stays in place,  
Gunther falls)

Timing:

SMASH!

- Floor hits bottom  
and stops suddenly,  
Everything tumbles  
offscreen.



Production :

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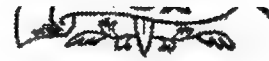
Sc. 169

Pnl.

E

Bg.

day night



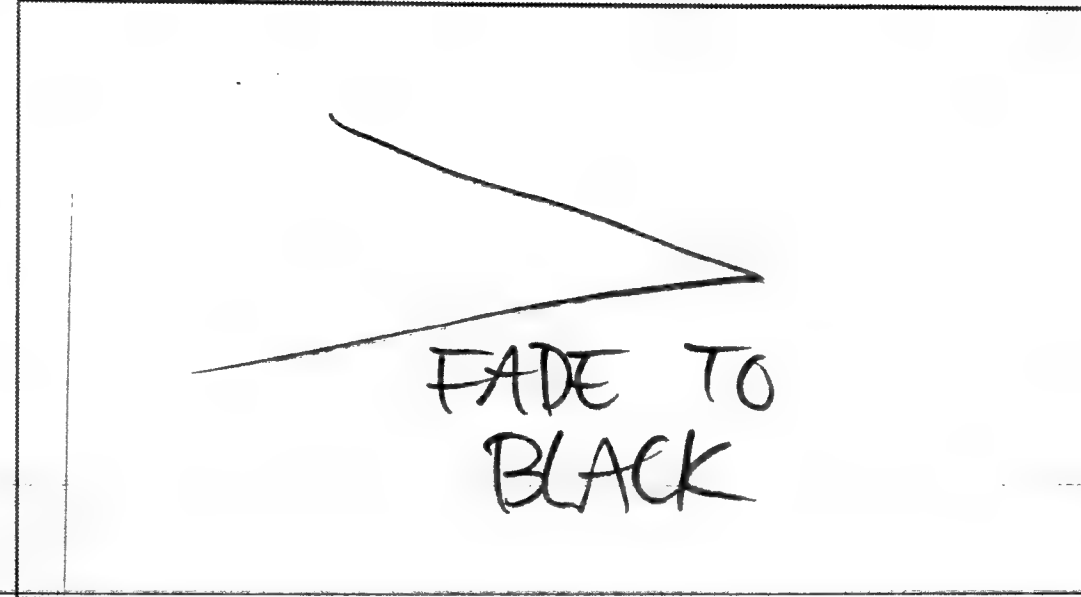
Sc.

Pnl.

Bg.

Page 253

day night



FADE TO  
BLACK

Dialog:

Action:

Timing:

SMASH!

SMASH!

EPISODE #

Production :

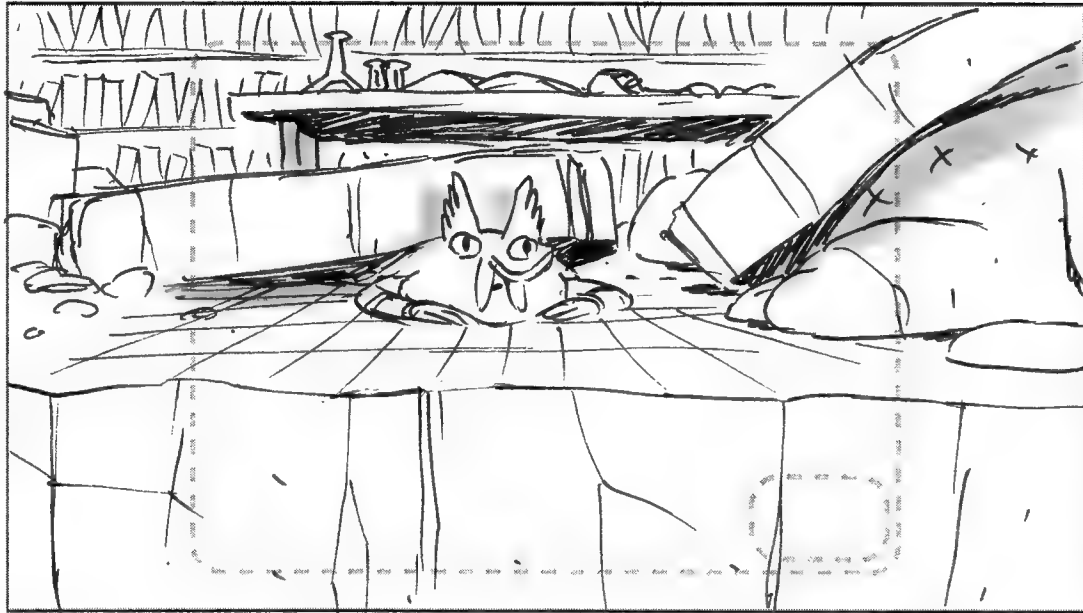
1025-178

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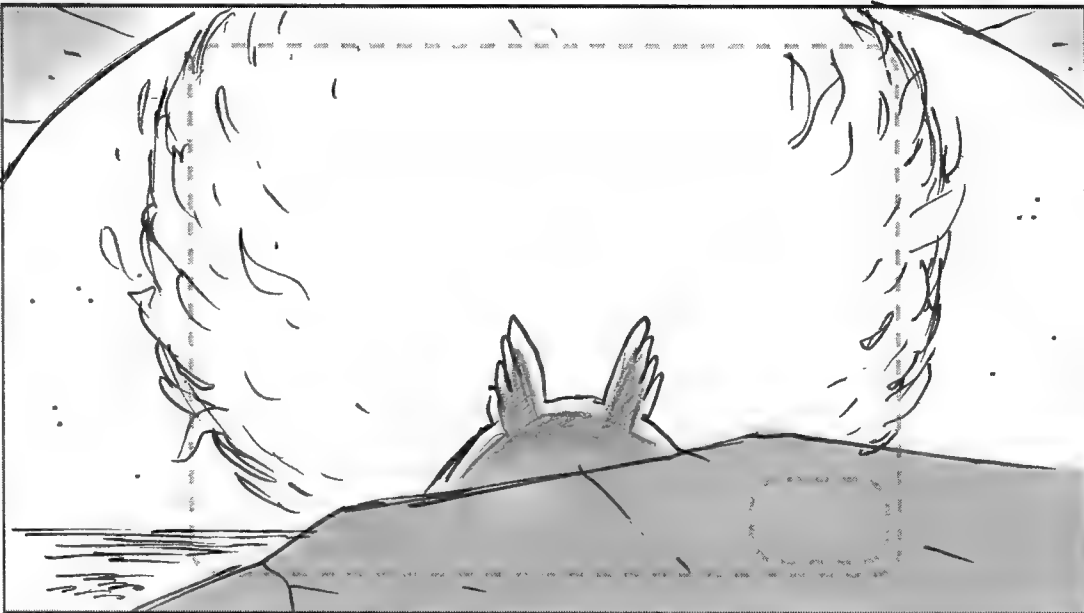
ADVENTURE TIME



Sc. 170 Pnl. A Bg. day night



Sc. 171 Pnl. A Bg. day night



Dialog:	EVERGREEN: Gunther...	€: Gunther can you hear me?
Action:		
Timing:		

EPISODE #

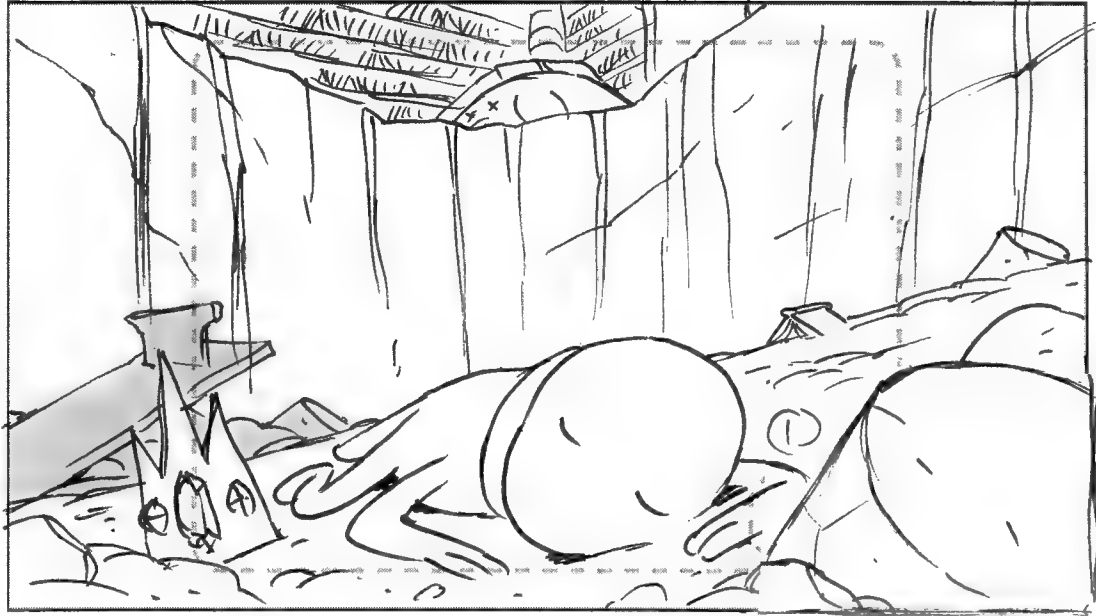
Production :

1025-178

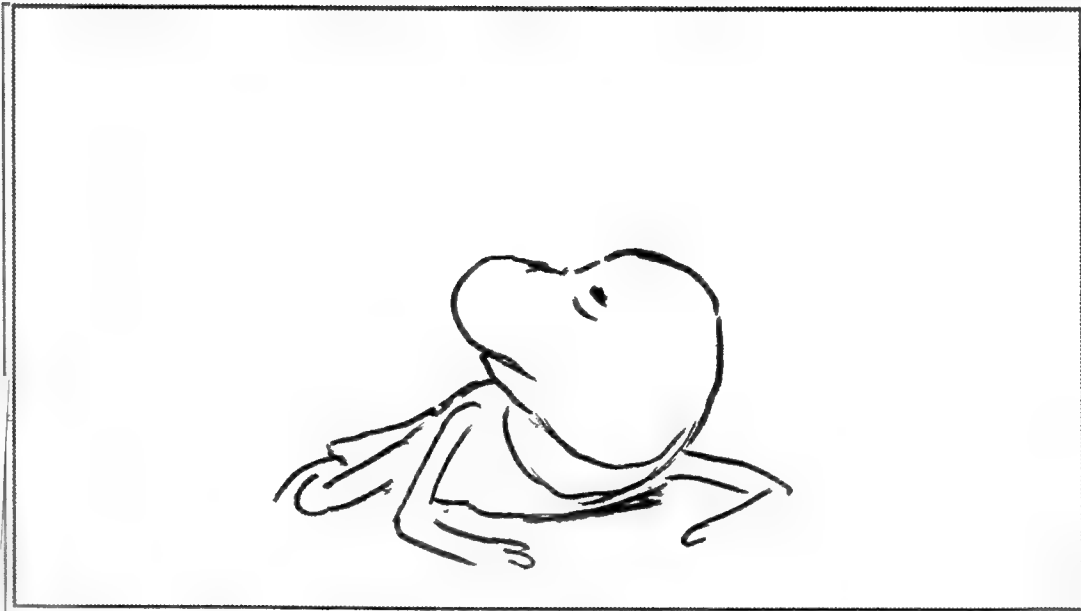
ADVENTURE TIME



Sc. 172 Pnl. A Bg. day night



Sc. 172 Pnl. B Bg. day night



Dialog:	(GUNTER): *.moan.* uhh.. ye- → ...yes Master Evergreen.	
Action:		
Timing:		

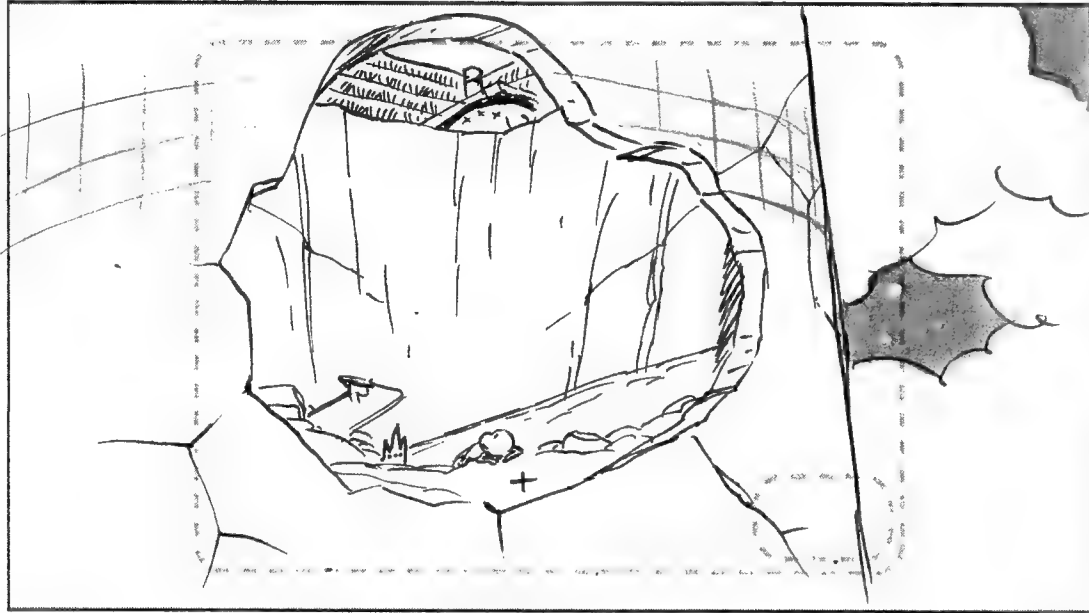
EPISODE # 1025-178  
Production :

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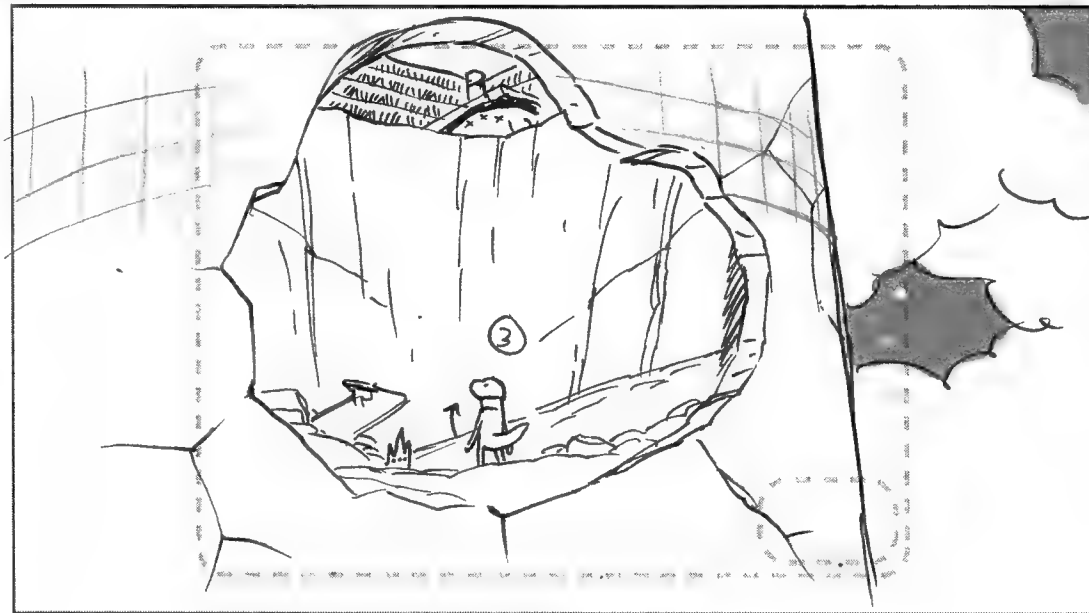
# ADVENTURE TIME



Sc. 173 Pnl. A Bg. day night



Sc. 173 Pnl. B Bg. day night



Dialog:	EVERGREEN: (OS) OK good, now, timing by the sound of my voice, throw the crown so it lands right on top of my head.	
Action:		
Timing:		

Production :

EPISODE #

1025-178

Sc. 174

Pnl. A

Bg.

day night



Sc. 175

Pnl. A

Bg.

day night



Dialog:

(G) I... wait  
what?

Action:

Timing:

(E)(OS) No no - there's  
no time... It must  
be you Gunther...

Production :

EPISODE #

1025-178

ADVENTURE TIME



Sc. Pnl. Bg. day night

OUT

Sc. 176 Pnl. A Bg. day night

Dialog:

Action:

Timing:

G me?

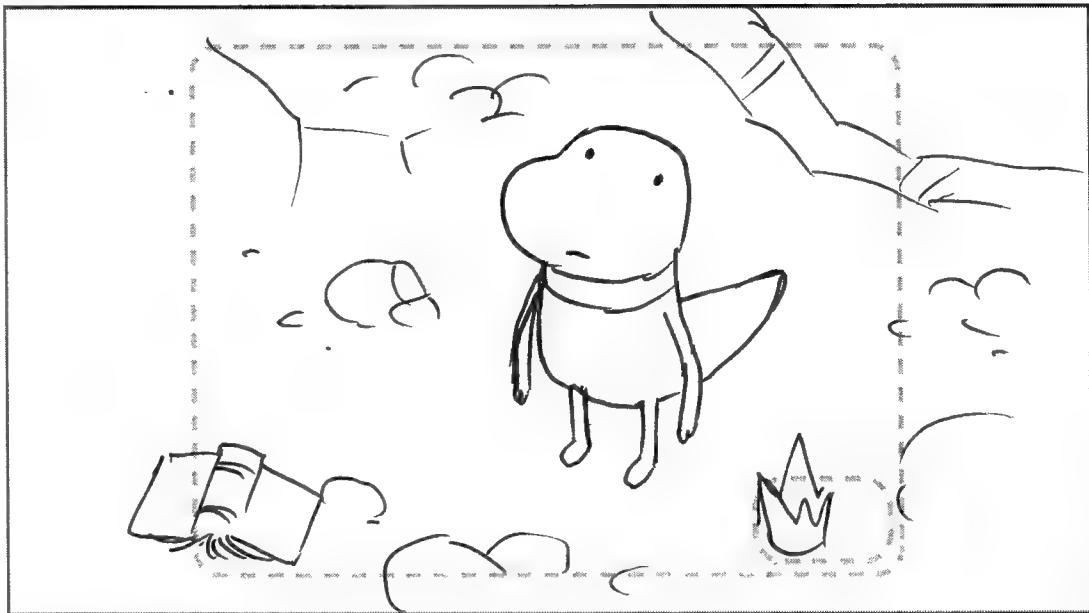
EPISODE # 1025-178

Production :

Sc. 177 Pnl. A Bg. day night



Sc. 178 Pnl. A Bg. day night



Dialog:	(E) yes Gunter - you must bear the crown -	(E) OS: Don't worry - it's easy -
Action:		
Timing:		

EPISODE #  
1025-178  
Production :

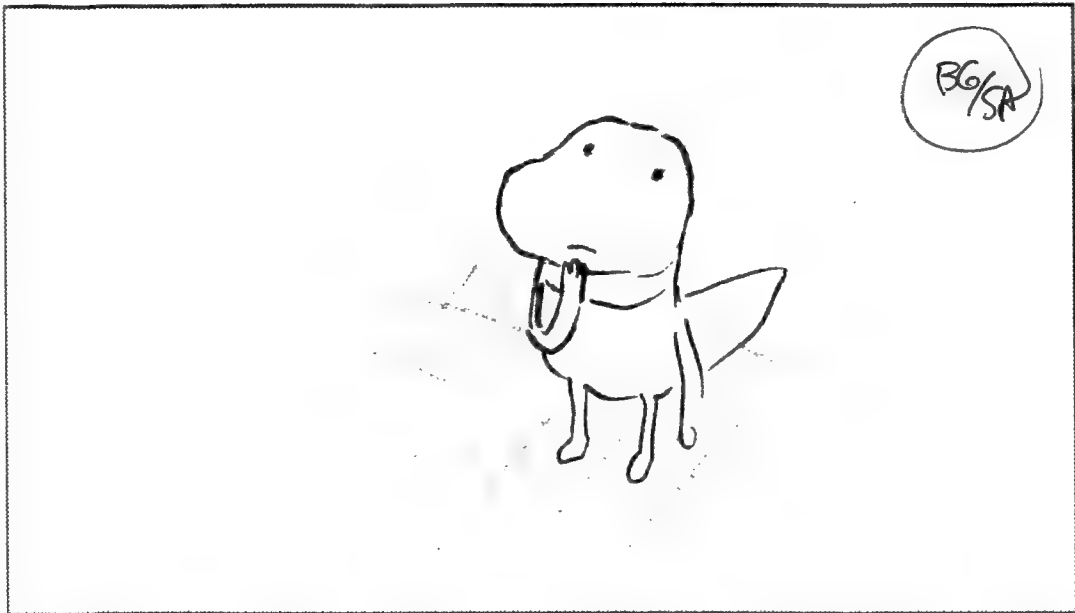


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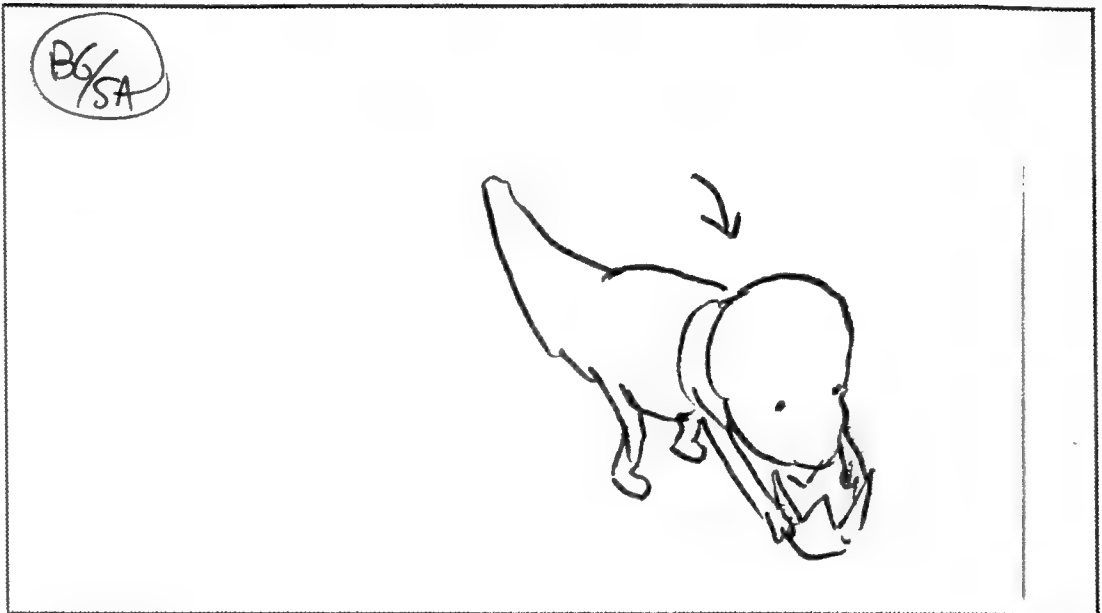
ADVENTURE TIME



Sc. 178 Pnl. B Bg. day night



Sc. 178 Pnl. C Bg. day night



Dialog:

Action:

Timing:

(E:OS) Even a mush-  
herd like you  
couldn't donk it up  
too bad.

(E:OS) → just focus  
on your  
deepest,  
truest wish;



EPISODE #

1025-178

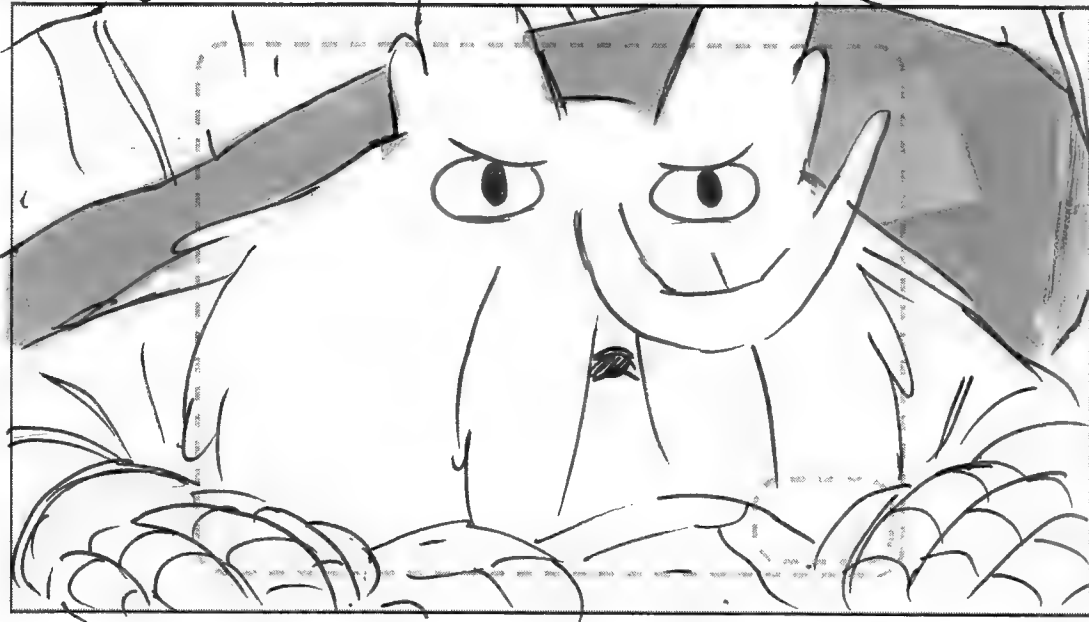
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# ADVENTURE TIME

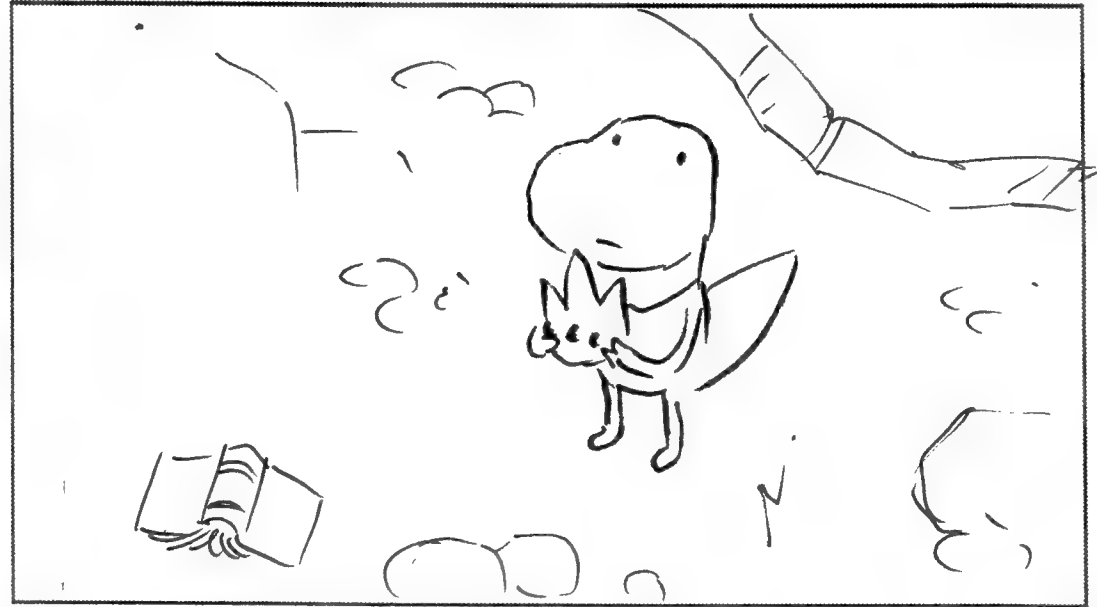


Page 261

Sc. 179 Pnl. A Bg. day night



Sc. 180 Pnl. A Bg. day night



Dialog:

(E) - the destruction of the deadly comet -

(E) (OS) → ... and the rest will take care of itself.

Action:

Timing:



EPISODE #

Production :

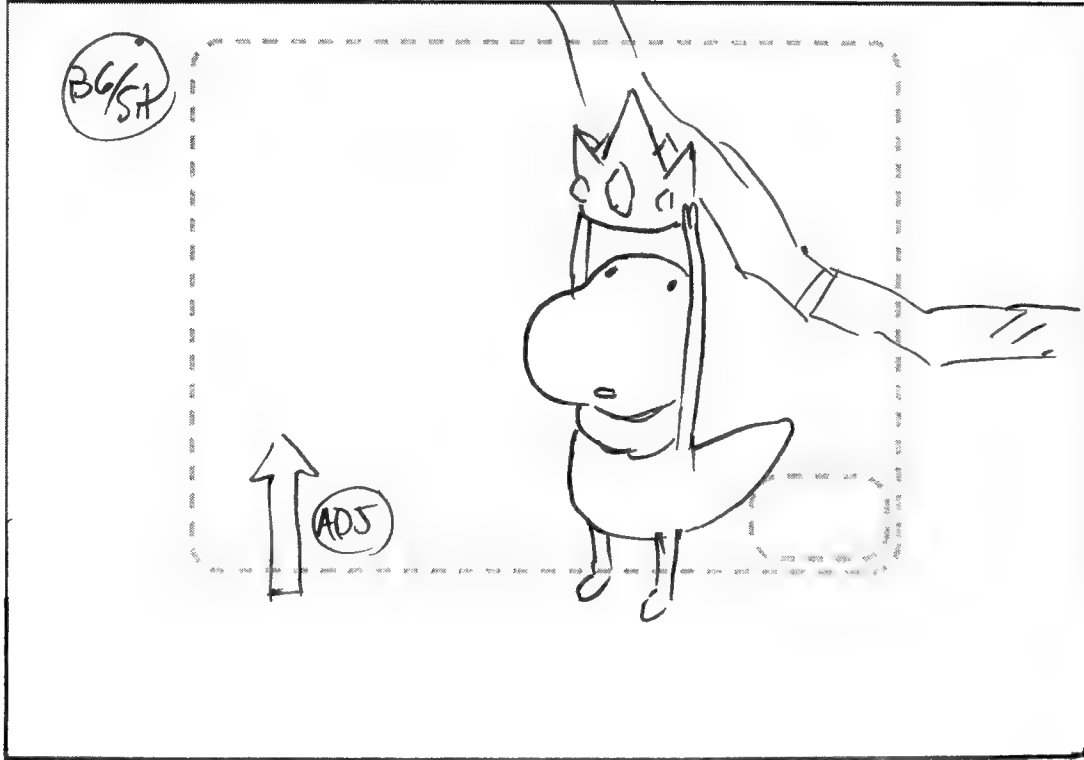
1025-178

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# ADVENTURE TIME



Sc. 180 Pnl. B Bg. day night



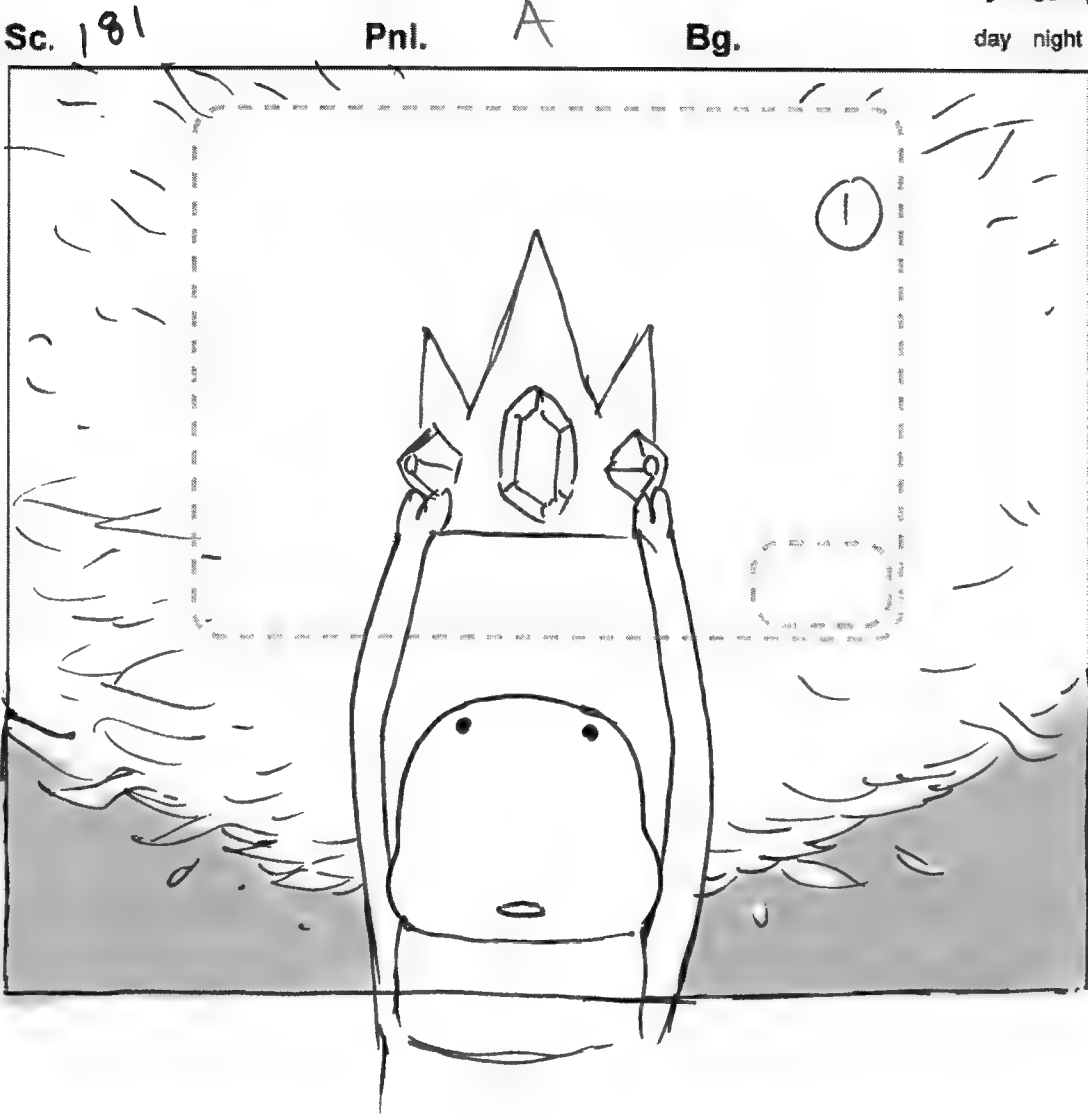
Dialog:	<u>(G:) Yes master Evergreen.</u>
Action:	
Timing:	

EPISODE #

Production :

1025-178

# ADVENTURE TIME



Dialog:	<u>G: (to self:) my deepest, truest wish...</u>
Action:	
Timing:	

Production :

EPISODE #

1025-178

ADVENTURE TIME



Sc. 181

Pnl. B

Bg.

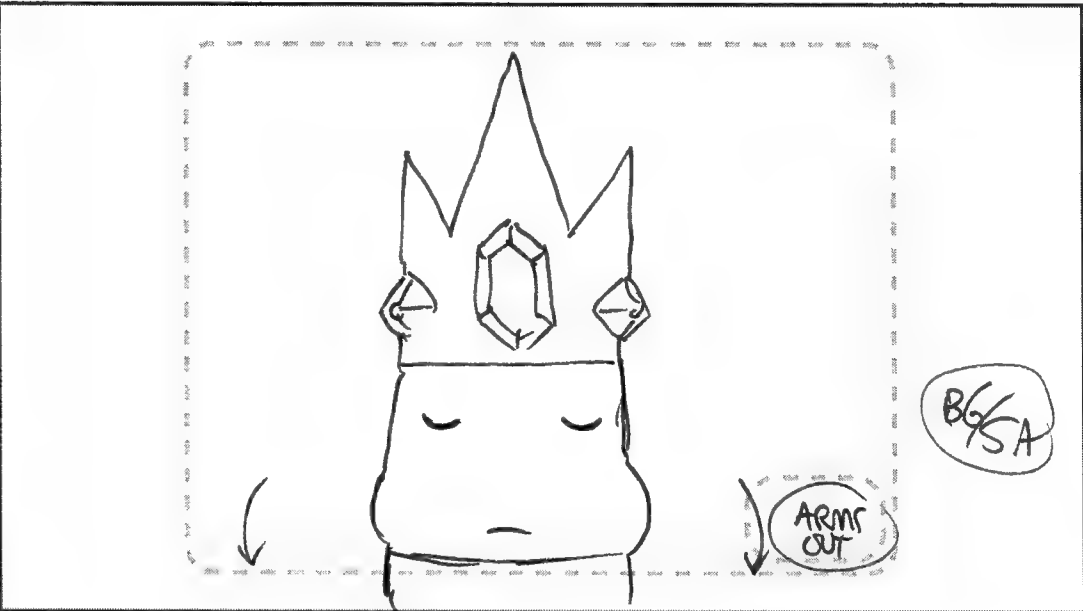
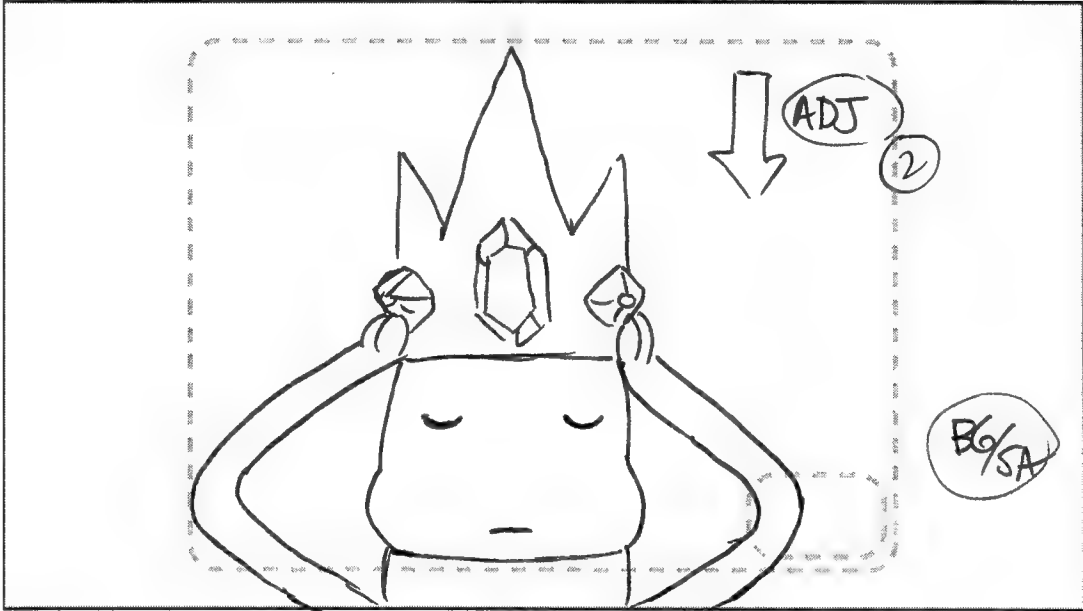
day night

Sc. 181

Pnl. C

Bg.

day night



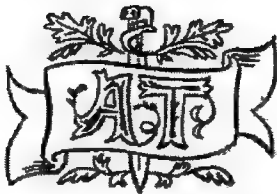
Dialog:
Action: - Gunther slowly sets crown on his head.
Timing:

EPISODE #

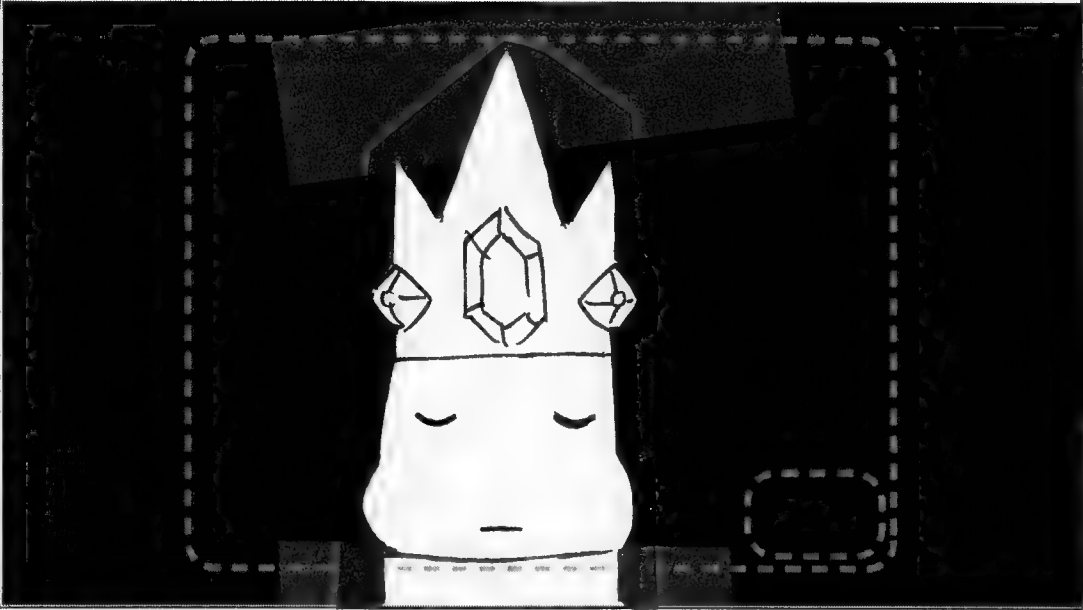
Production :

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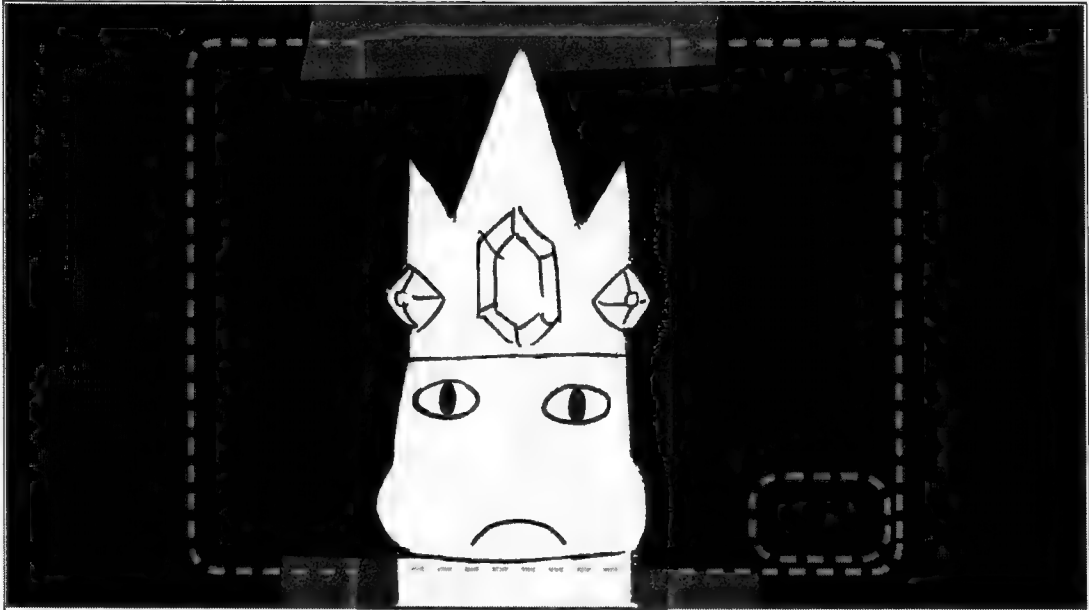
# ADVENTURE TIME



Sc. 181 Pnl. D Bg. day night



Sc. 181 Pnl. E Bg. day night



Dialog:	
Action:	BG fades to black slowly. - Eyes SLOWLY open - frown SLOWLY forms
Timing:	

Production :

EPISODE #

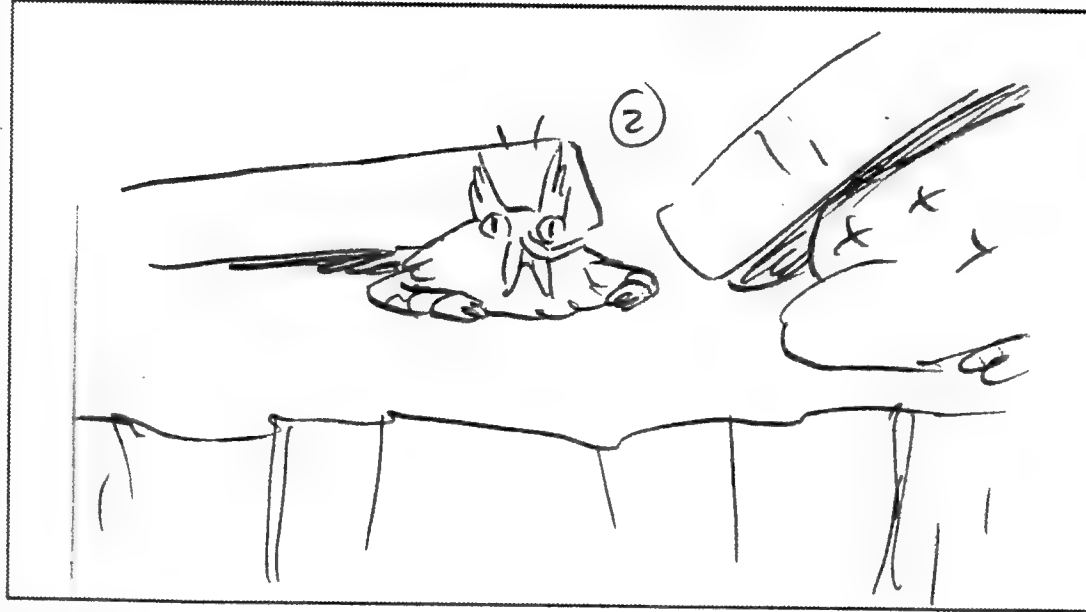
1025-178

Sc. 182

Pnl. A

Bg.

day night

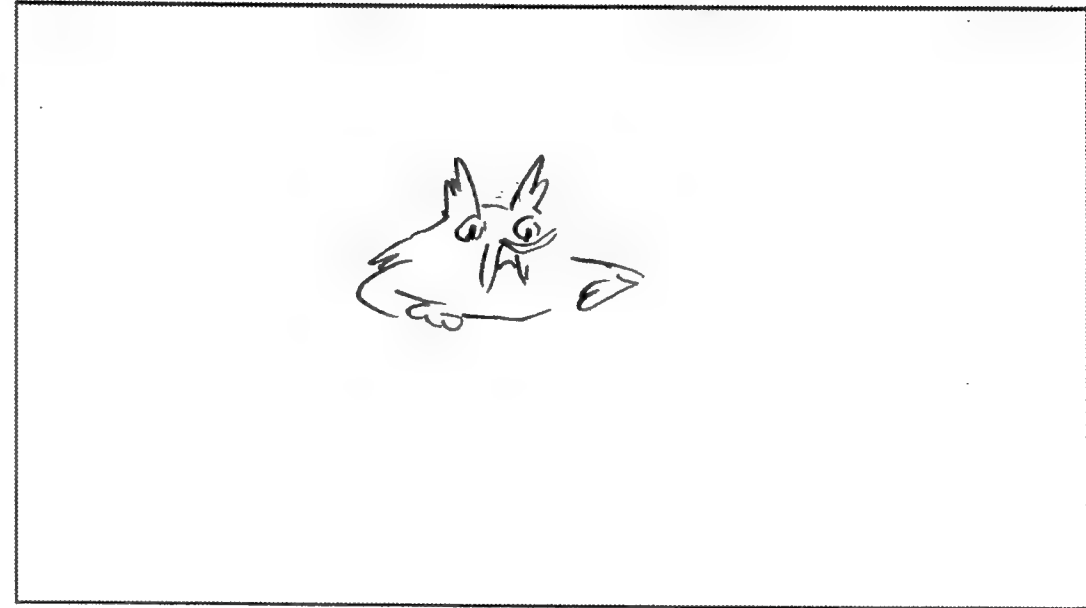


Sc. 182

Pnl. B

Bg.

day night



Dialog:

G: GUNTER  
OS NO!!

Action:

- BEAT -  
- Evergreen looks down to where  
Gunter's calling out from.

Timing:



EPISODE #

1025-178

Production :

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ADVENTURE TIME



Sc. 182 Pnl. C Bg. day night

Sc. Pnl. Bg. day night

OUT

Dialog:

(E:) Gunter? Buddy?  
Whattaya wishin'  
for down there?

Action:

Timing:

EPISODE # 1025-178

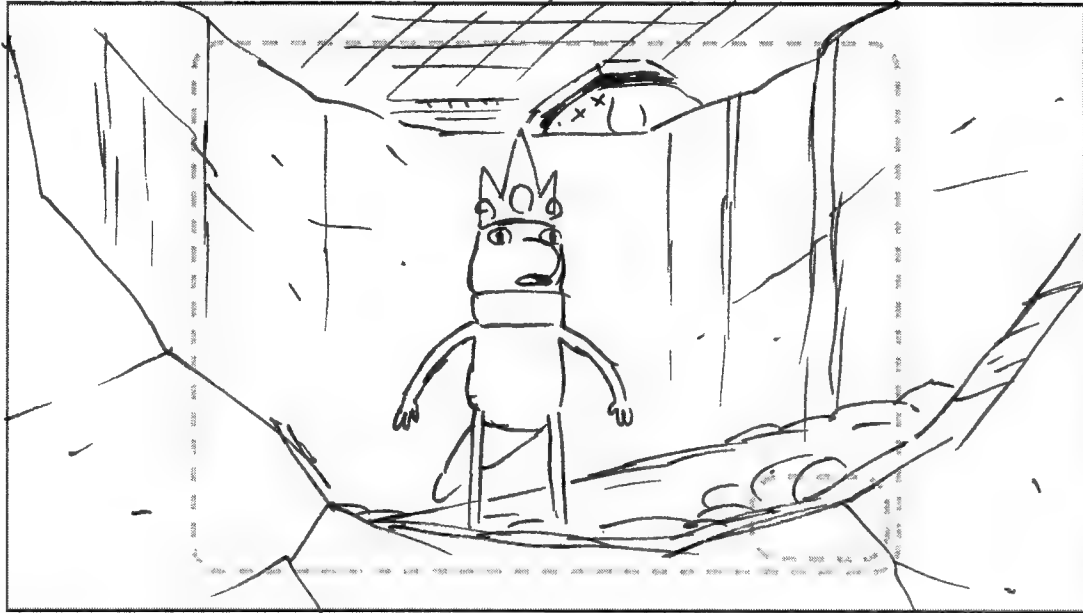
Production :



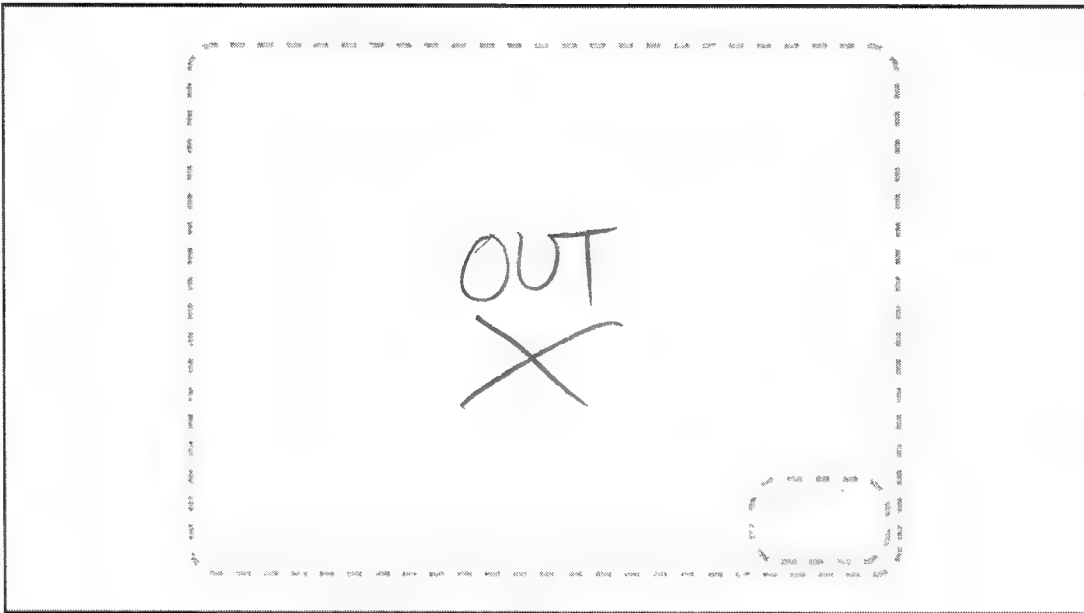
ADVENTURE TIME



Sc. 183 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (G:) Gunther no, Gunther no, Gunther no →

Action: - Head position should match Evergreen's in previous scene.

Timing:

EPISODE #

Production :

1025-178

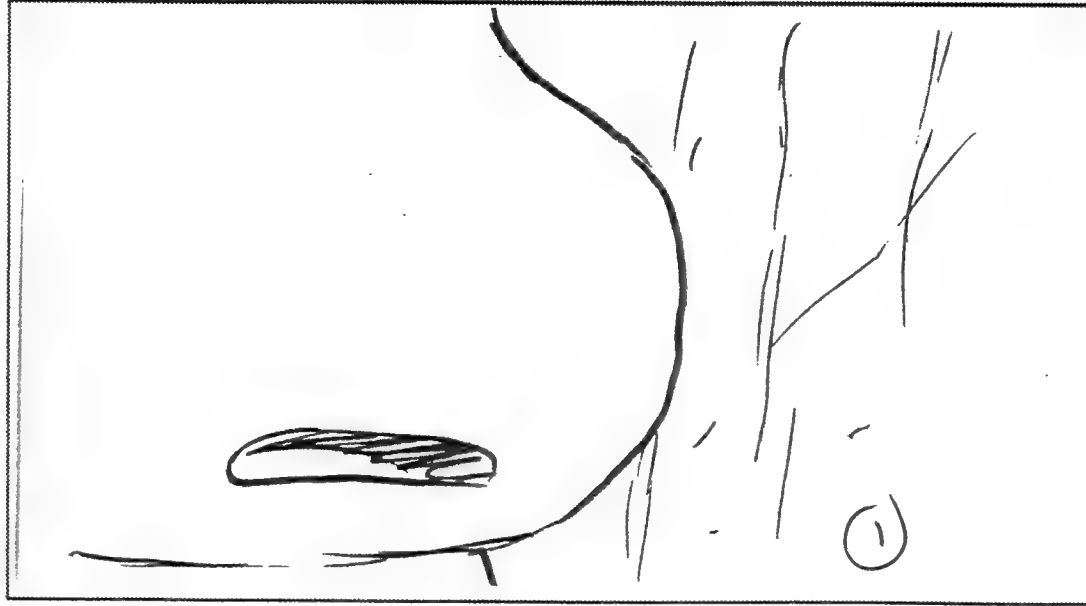
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Sc. 184

Pnl. A

Bg.

day night

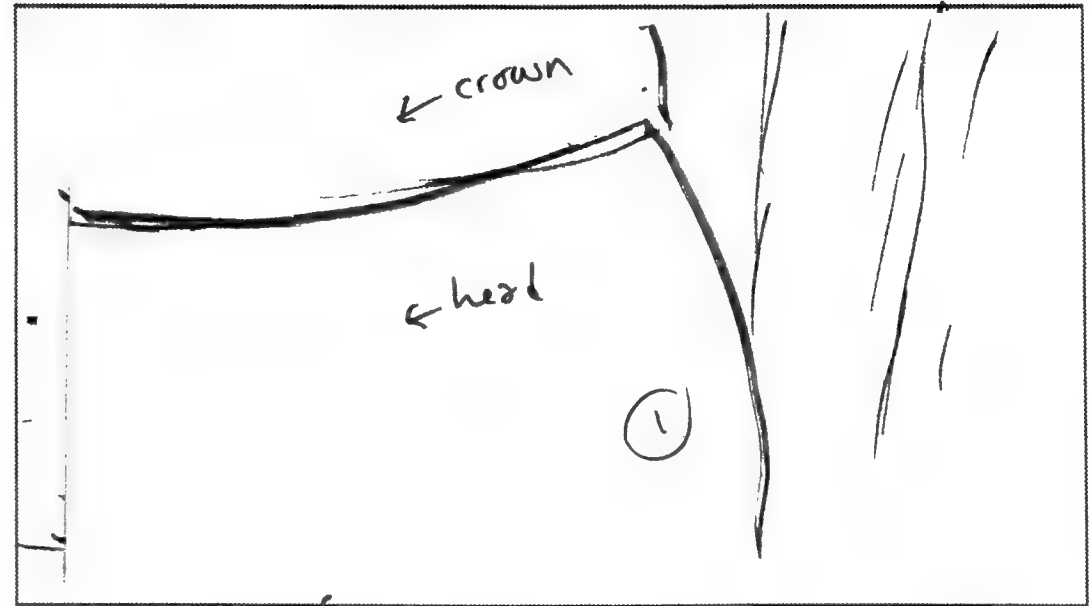


Sc. 185

Pnl. A

Bg.

day night



Dialog:

① Gunter no →

②

- Gunther's nose grows to resemble Evergreen's.

Gunter no Gunter no

②

- Gunther grows white feathers

Production :

EPISODE #

1025-178

ADVENTURE TIME



Sc. 106

Pnl. A

Bg.

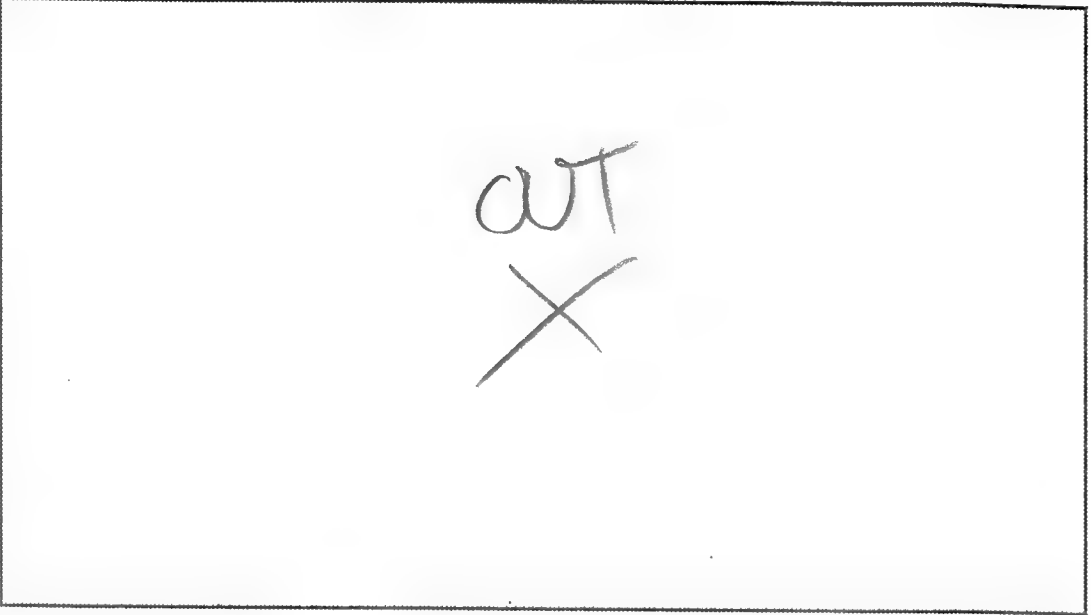
day night

Sc.

Pnl.

Bg.

day night



Dialog: (G) → Gunter no

(2)

Ac

Tu



- Gunter grows more feathers.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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Production :

EPISODE #

1025-178

ADVENTURE TIME



Sc. 187

Pnl. A

Bg.

day night



Sc. 187

Pnl. B

Bg.

day night



Dialog:

G. (A) Gunther no! (B) Gunther no! (A) Gunther no!

EVERGREEN (OS) GUNTHER NO! That's... that's the wrong wish...

Action:

(A) (B) (A) - Gunther shoots out ice magic blasts.

Timing:

Production :

EPISODE #

1025-178

ADVENTURE TIME



Sc. 188

Pnl. A

Bg.

day night

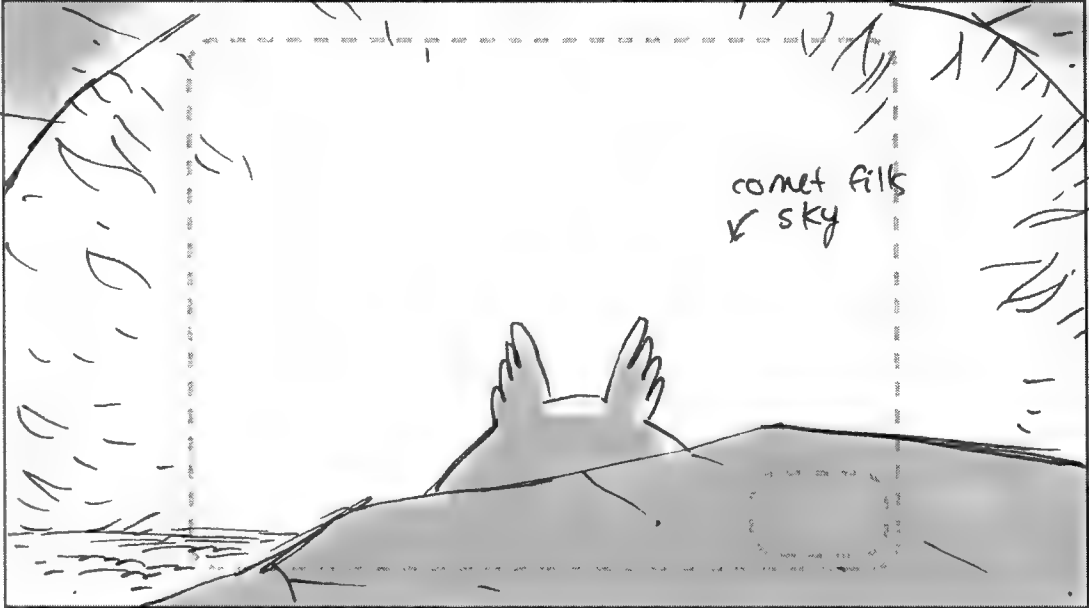


Sc. 189

Pnl. A

Bg.

day night



Dialog:

GUNTHER OS →

Gunther no! Gunther no! Gunther No! →

EVERGREEN:

You've gotta snap out of it -  
u-use a... a concentration spell, or.. or a,  
a basic focusing charm...

EVERGREEN:

like I taught you..  
I mean, I meant to teach you...  
I... uh...

Action:

Timing:

EPISODE #

Production :

1025-178

ADVENTURE TIME



Sc. 190 Pnl. A Bg. day night



Sc. 190 Pnl. B Bg. day night



Dialog: (GUNTHER:) Gunter No! Gunter No! Gunter No! —————> Gunther No! Gunther No! (Fade out)  
(EVERGREEN) OS \* loud SIGH \*

Action: (B) (A) (B) (C) (B) (A) etc.

Timing:



EPISODE #

Production :

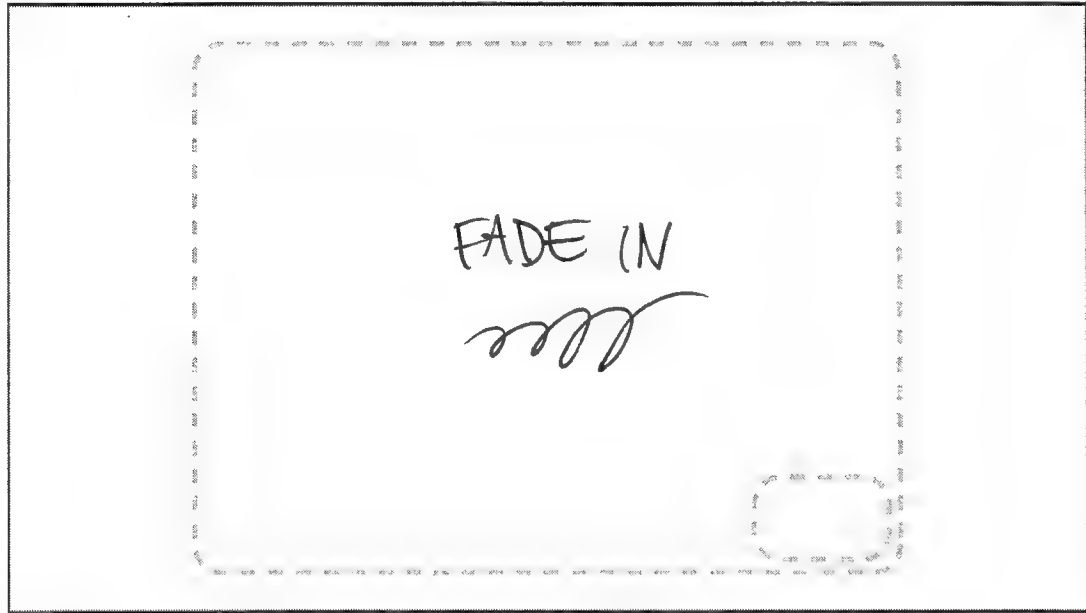
1025-178

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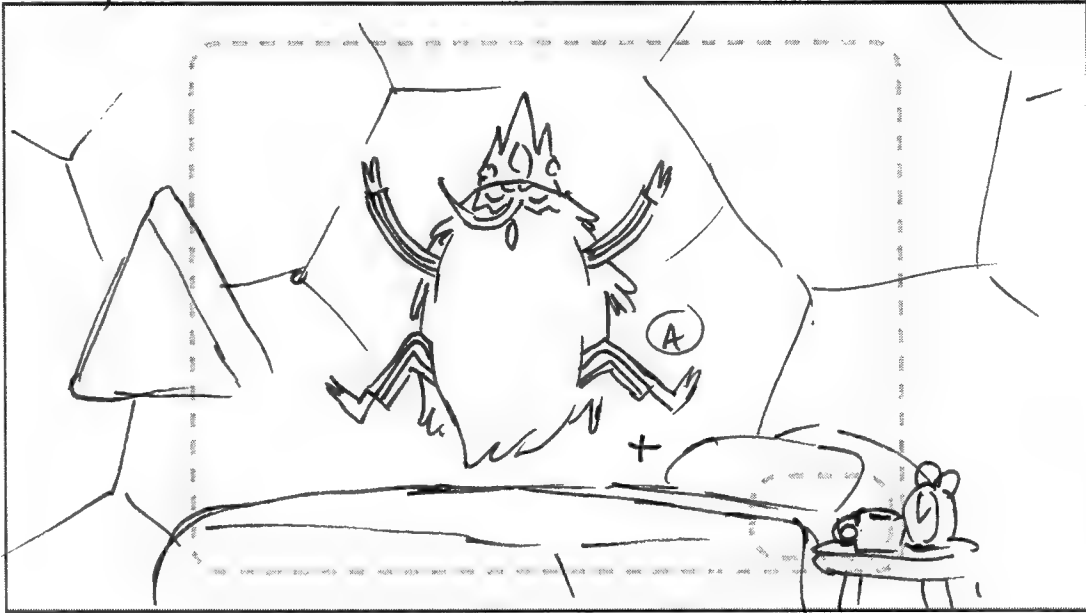
ADVENTURE TIME



Sc. 191 Pnl. A Bg. day night



Sc. 191 Pnl. B Bg. day night



Dialog:	(1K) Gunther no! Gunther No! —→ (1K) Gunther no! Gunther No! Gunther No!
Action:	
Timing:	



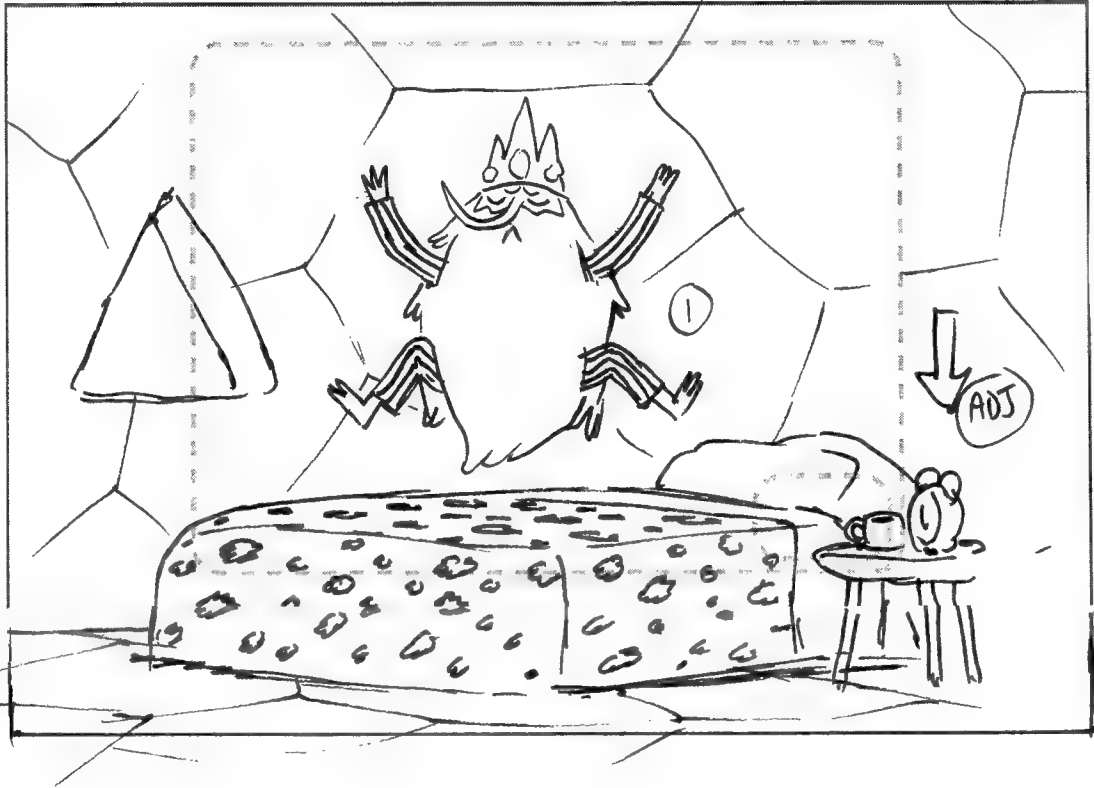
EPISODE # 1025-178

Production :

ADVENTURE TIME



Sc. 191 Pnl. C Bg. day night



Dialog:	(1K) (2) Gunter, →
Action:	
Timing:	

EPISODE #

1025-178

Production :



ADVENTURE TIME



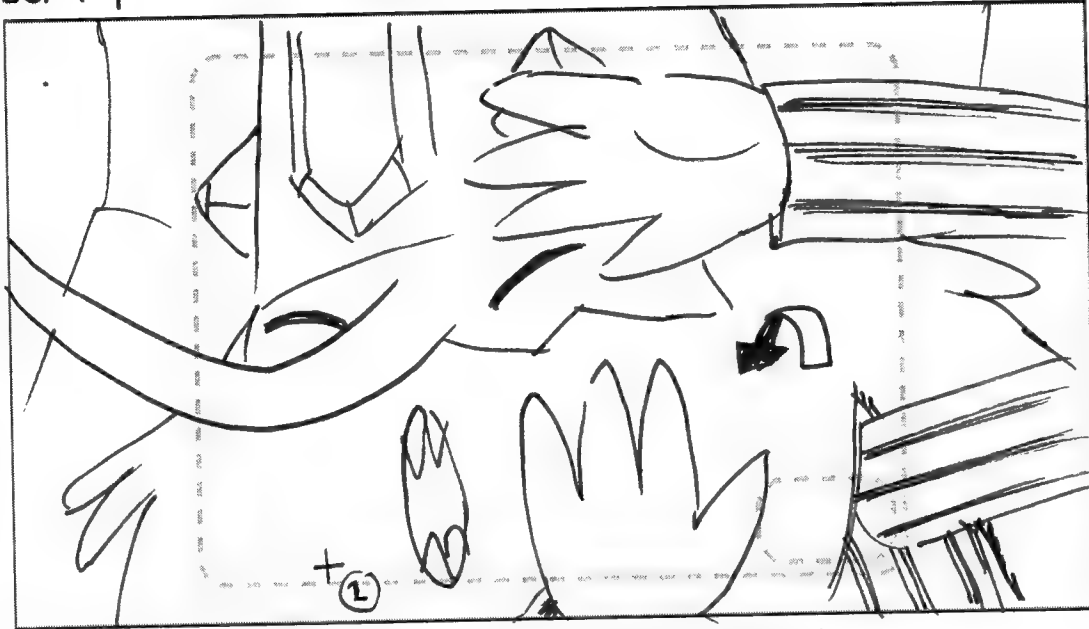
Sc. 192

Pnl.

A

Bg.

day night



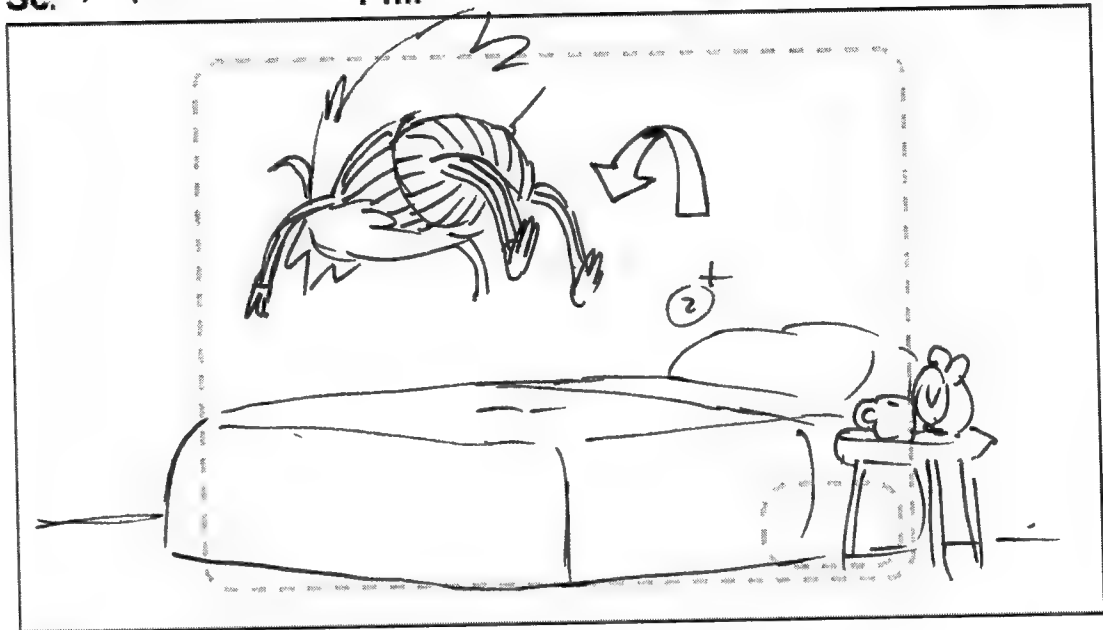
Sc. 193

Pnl.

A

Bg.

day night



Dialog:

(IK) → NOOOOOOOO!!!

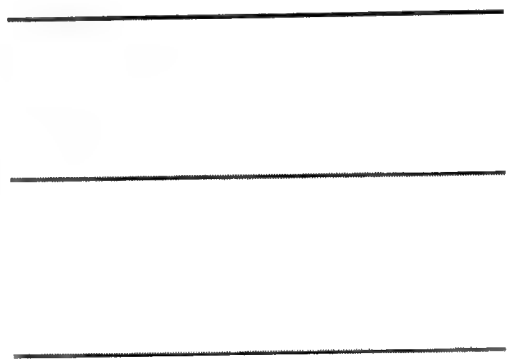
Action:

Timing:



(IK):

KABLOOEY!!



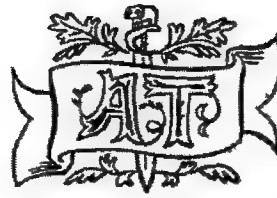
EPISODE #

Production :

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# ADVENTURE TIME



Page 277

Sc. 193

Pnl.

B

Bg.

day night

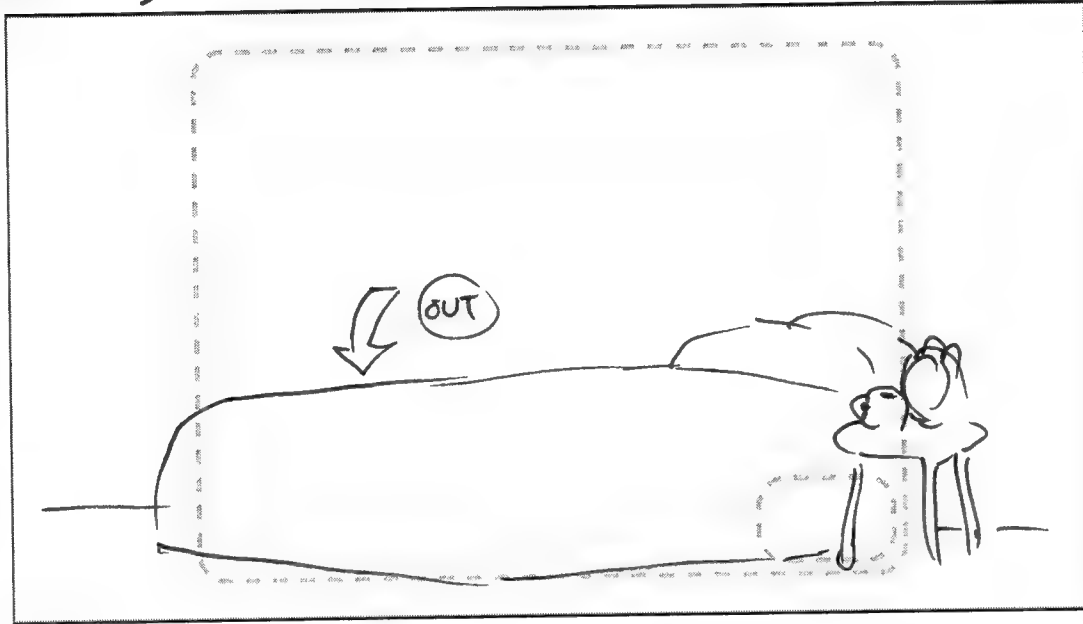
Sc. 193

Pnl.

C

Bg.

day night



Dialog:

(SFX:) THUMP

(KOS:) Boom! Pow! .....  
KABOOM.....  
boom...

Action:

Timing:

EPISODE #

1025-178

Production :

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# ADVENTURE TIME



Sc. 193

Pnl.

D

Bg.

day night

Sc.

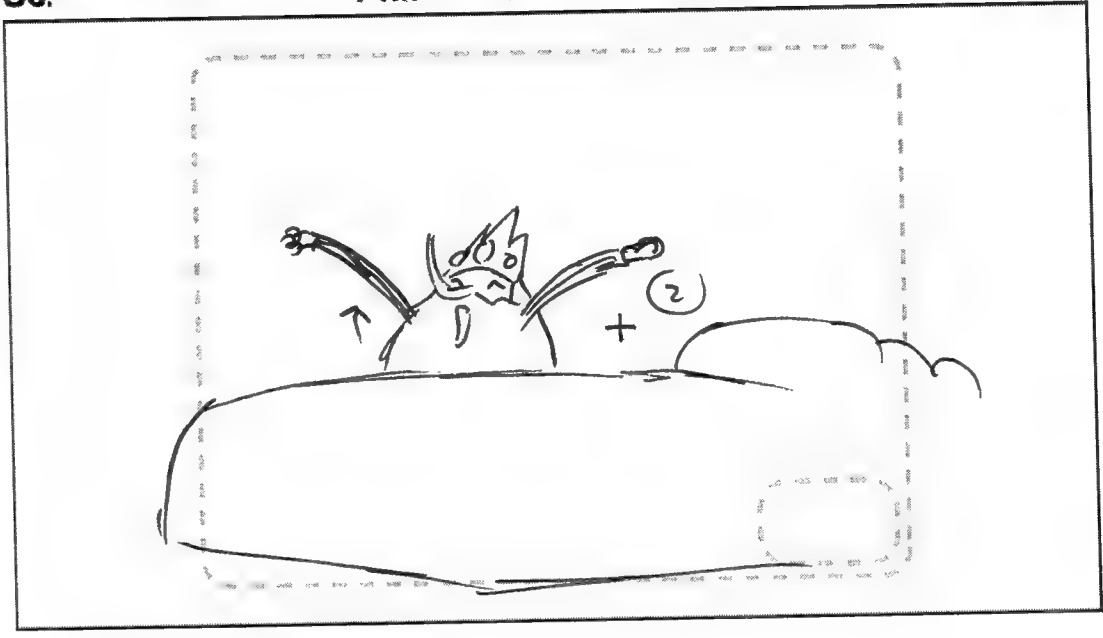
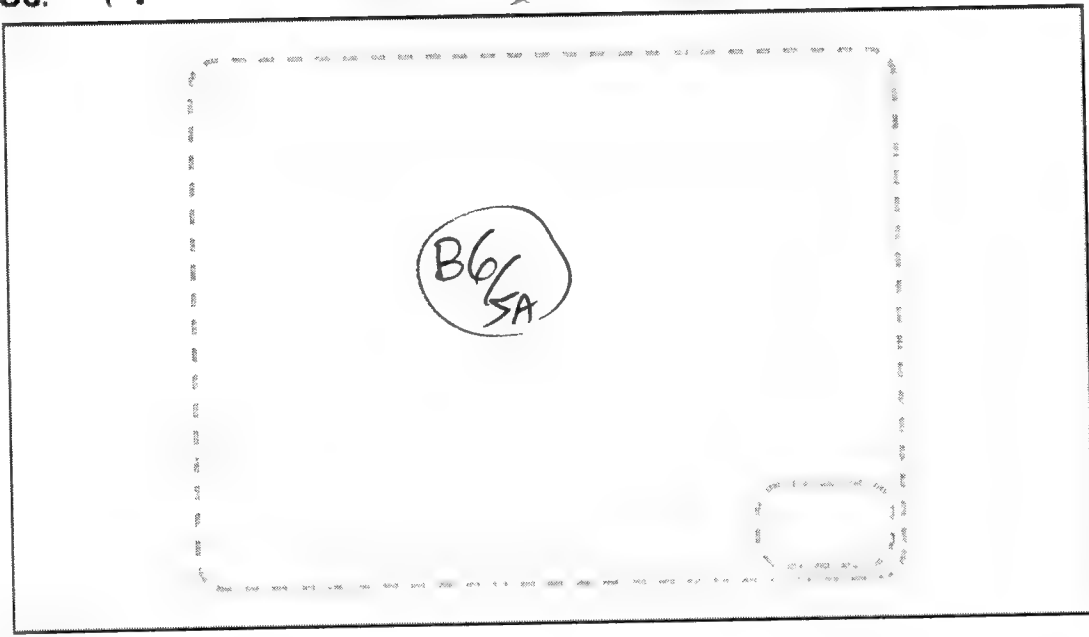
193

Pnl.

E

Bg.

day night



Dialog:

- BOAT

(IK:)\*YAWWNN!\*  
+ ①

Action:



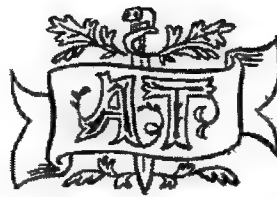
Timing:

EPISODE #

1025-178

Production :

ADVENTURE TIME

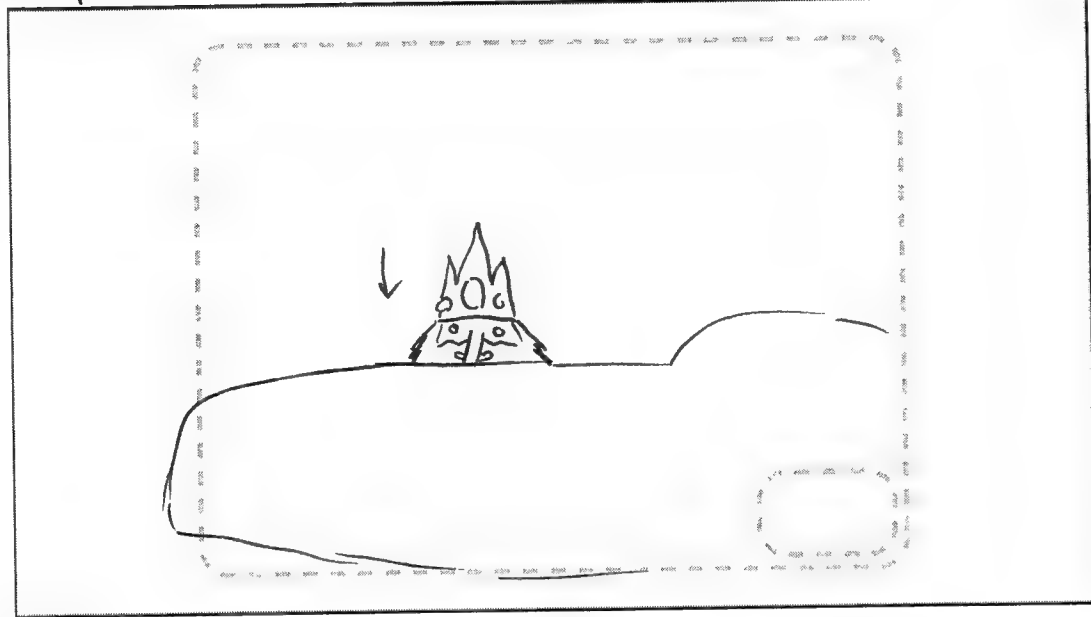


Sc. 193

Pnl. F

Bg.

day night

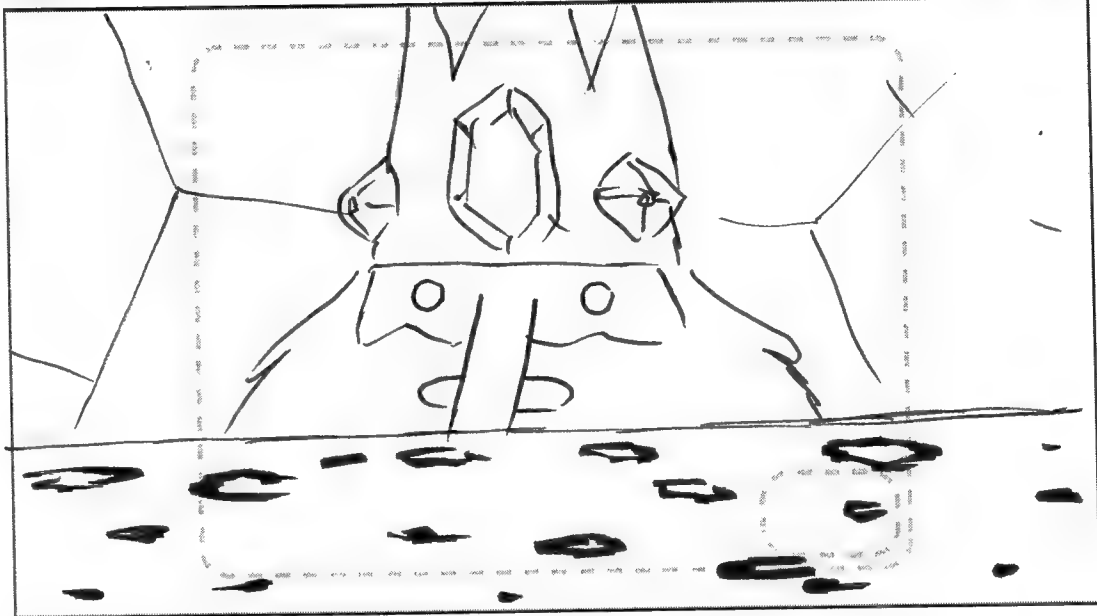


Sc. 194

Pnl. A

Bg.

day night



Dialog:	(IK:)(cheerful) mornin'	(IK) Man, what a dream! Do you guys ever have that dino-boy dream? with the asteroi-...
Action:		
Timing:		

EPISODE #

1025-178

Production :

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# ADVENTURE TIME



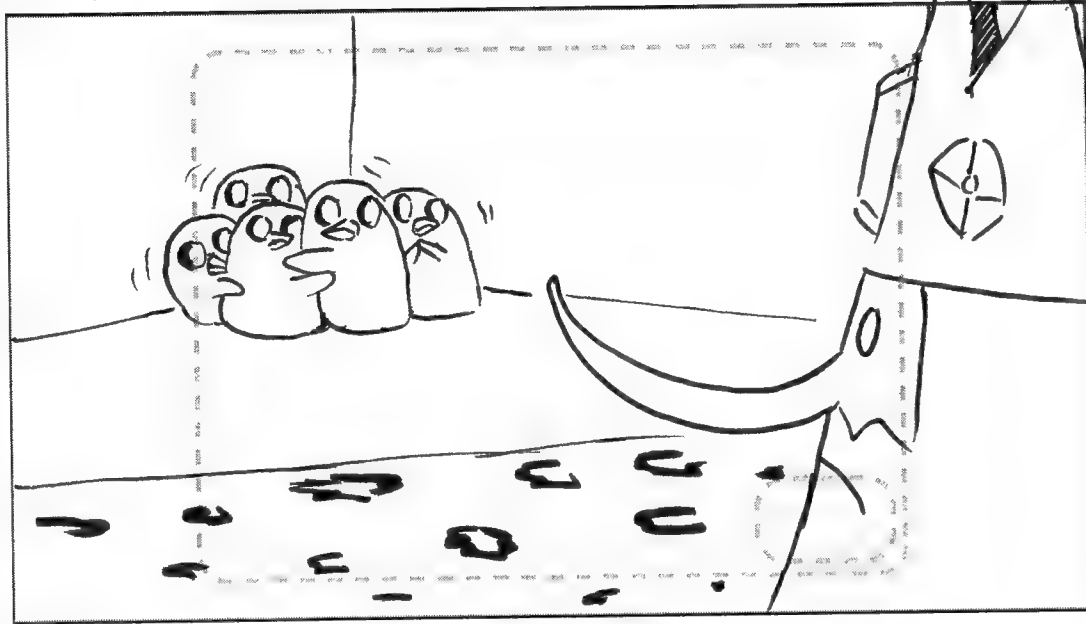
Page 280

Sc. 195

Pnl. A

Bg.

day night

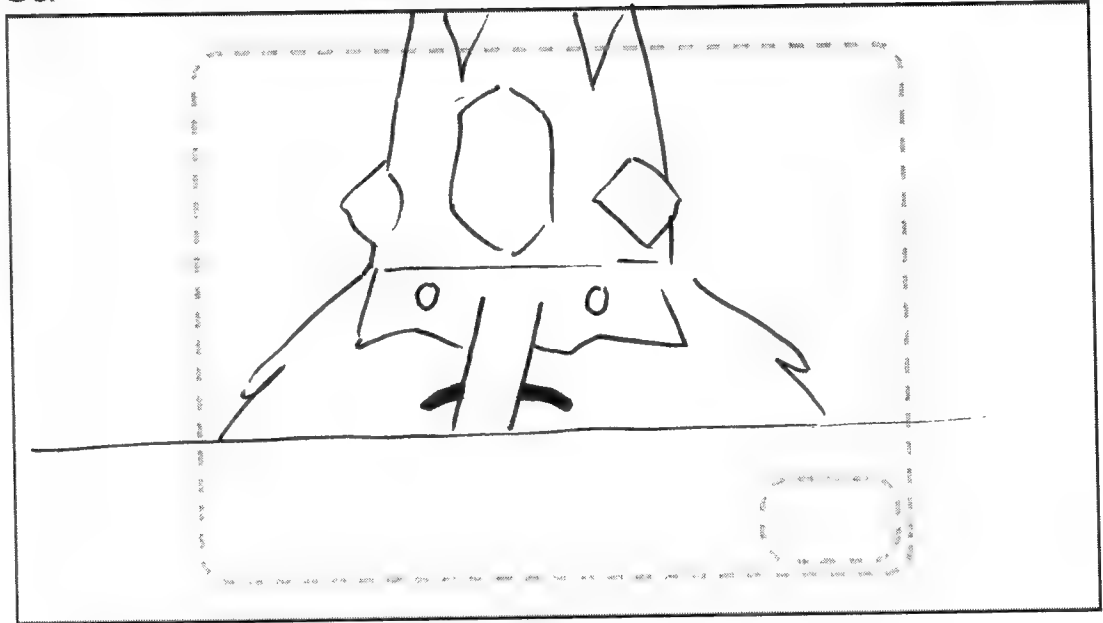


Sc. 196

Pnl. A

Bg.

day night



Dialog:

- BEAT -

(IK:) What? What is it?

Action:

Timing:

EPISODE #

Production :

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# ADVENTURE TIME



Page 281

Sc. 197

Pnl.

A

Bg.

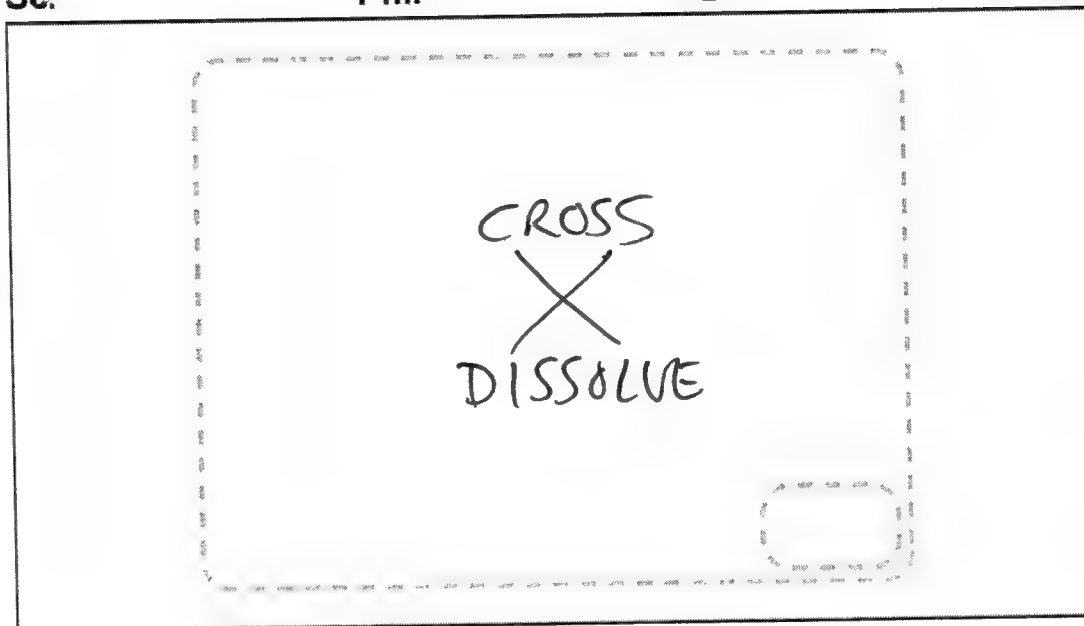
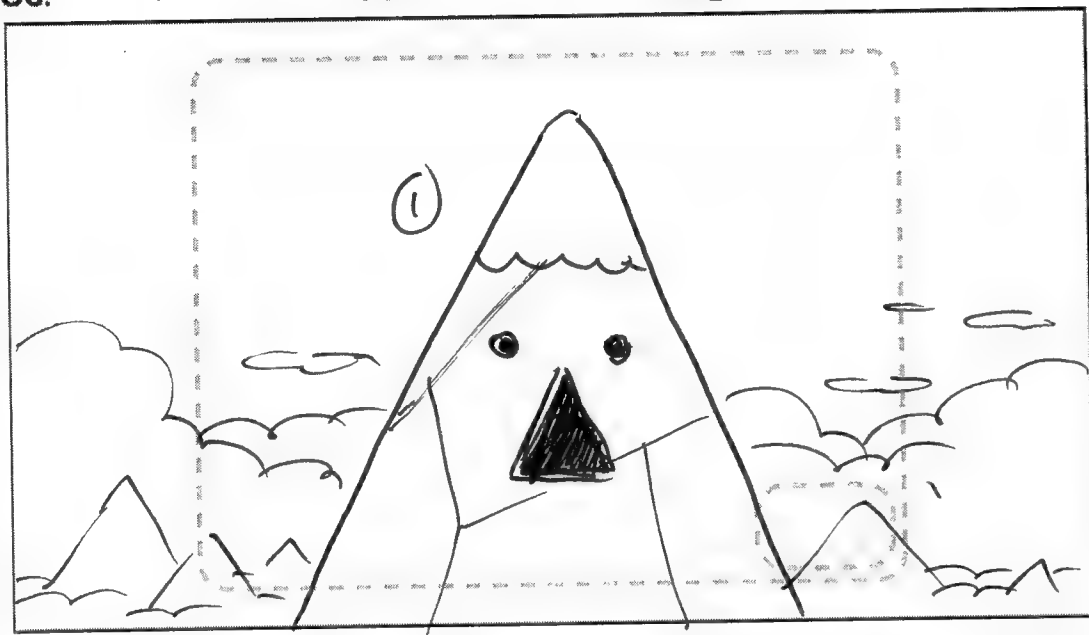
day night

Sc.

Pnl.

Bg.

day night



Dialog:

IK: OS something in my teeth?

Action: - Comet glints ~~in~~  
in the sky.

Timing:

(2)



EPISODE #

Production :

1U25-178

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# ADVENTURE TIME

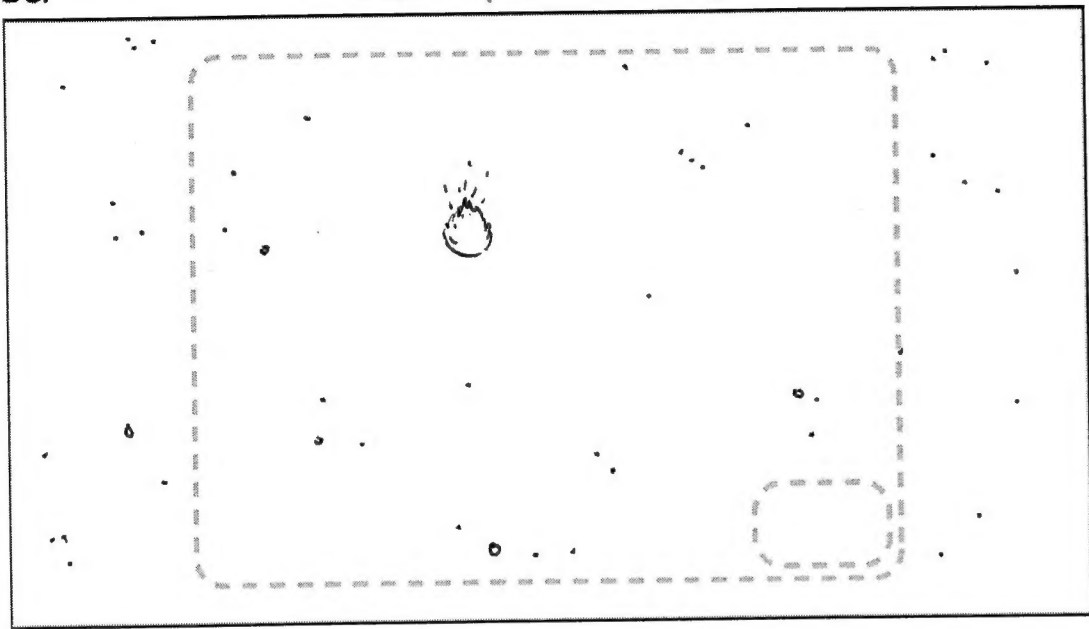


Sc. 198

Pnl. A

Bg.

day night

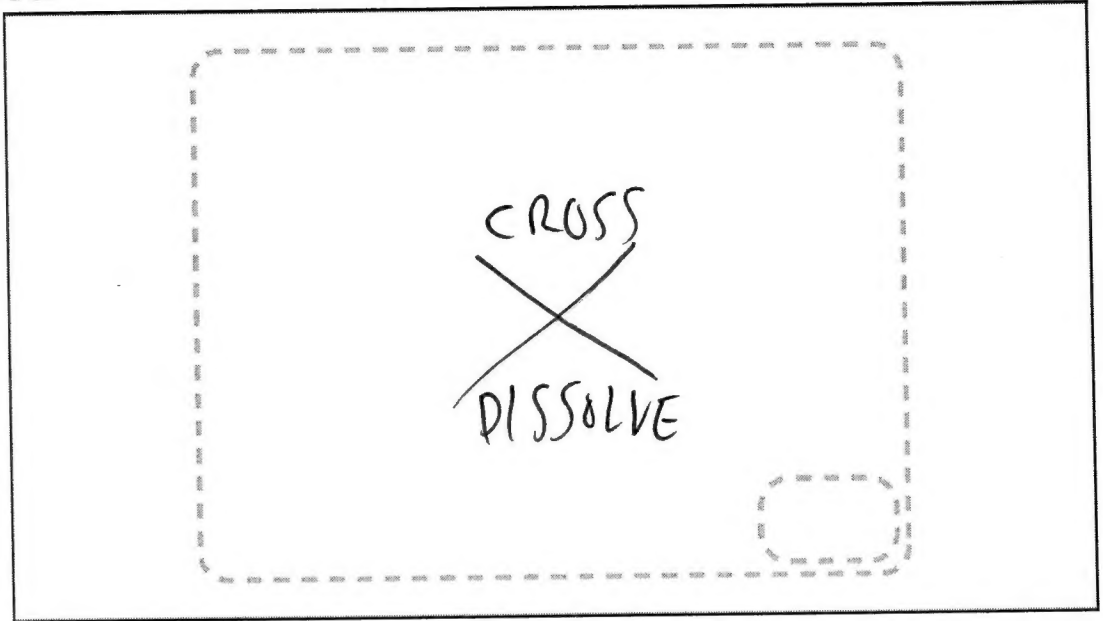


Sc.

Pnl.

Bg.

day night



Dialog:

IK OS Something in my hair?

Action:

Timing:

EPISODE #

Production :

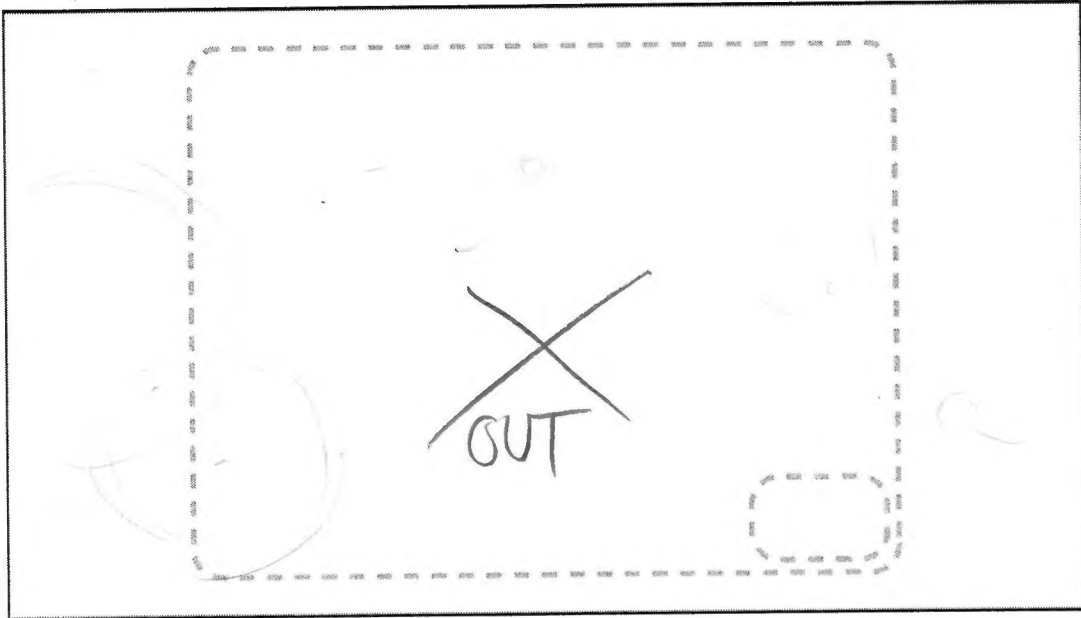
1025-178

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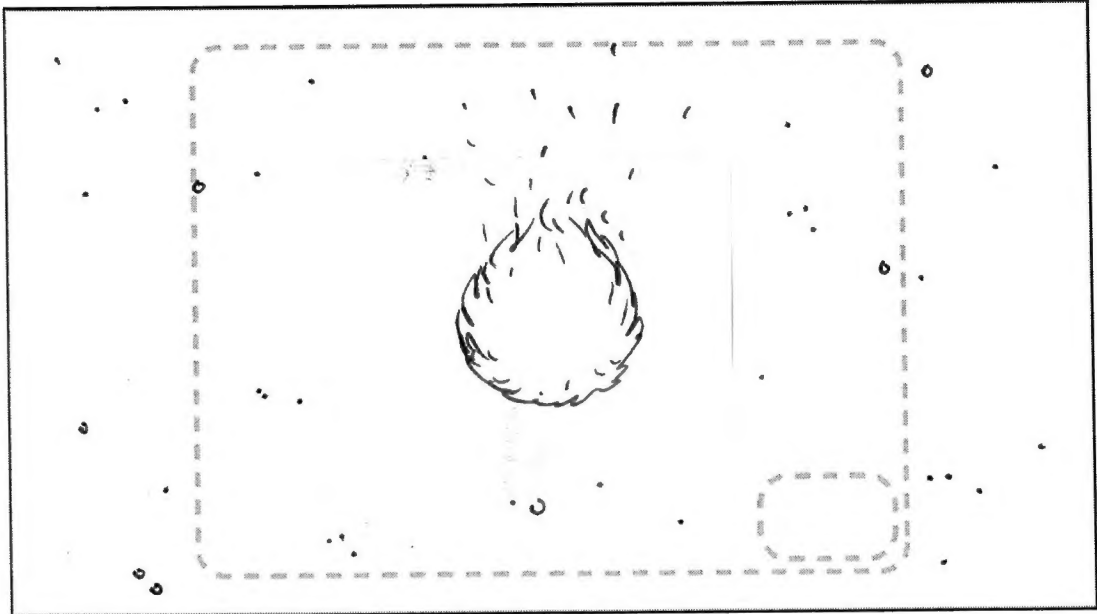
# ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. A Pnl. 199 Bg. day night



Dialog:	(1k) (os) Something in my nose?
Action:	
Timing:	

EPISODE #

Production :

1025-178



# ADVENTURE TIME



Page 284

Sc. 199

Pnl. B

Bg.

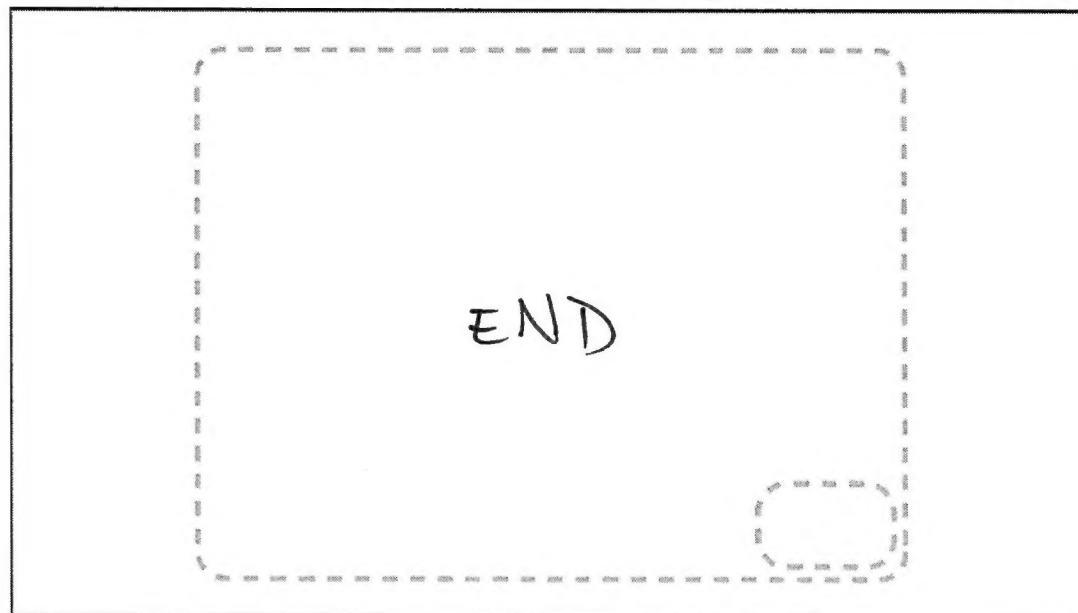
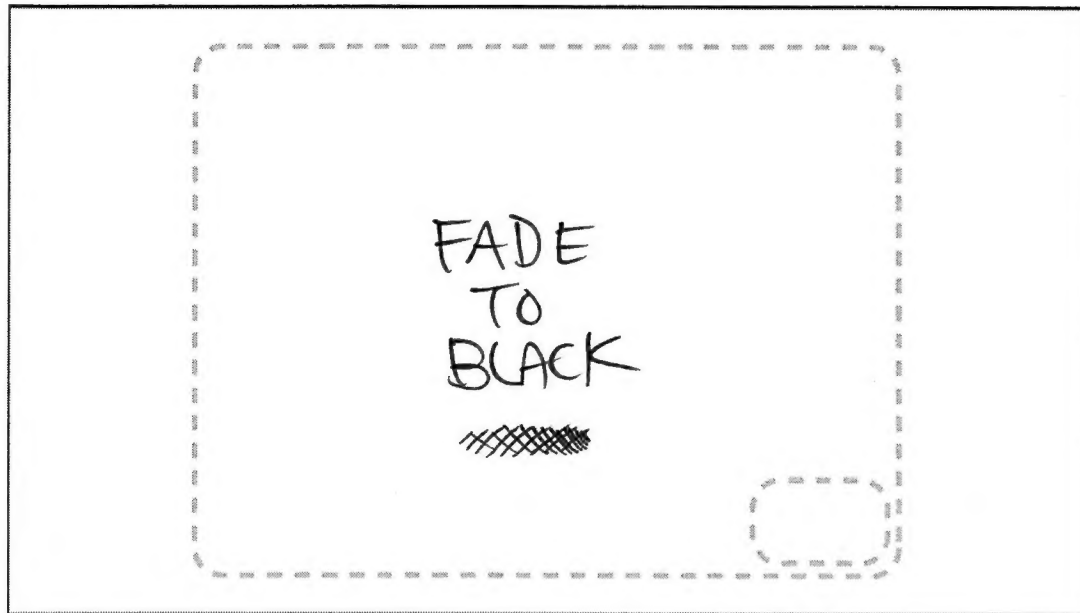
day night

Sc.

Pnl.

Bg.

day night



Dialog:

IK OS: Something... in.. my ear?

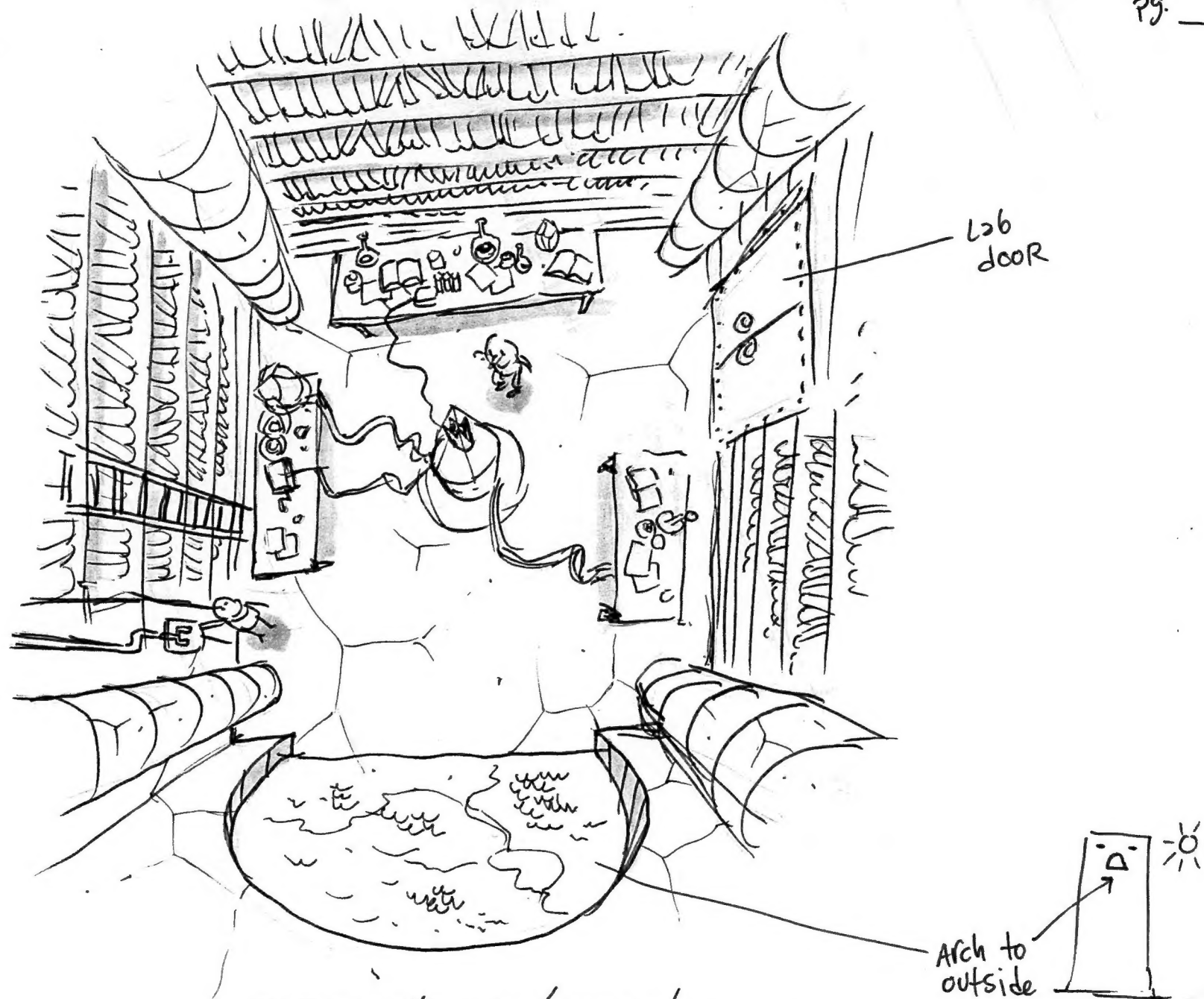
Action:

Timing:

EPISODE #

Production :

1025-178



EVERGREEN'S LAB/LIBRARY/ALCHEMICAL WORKSHOP